



BY LAWRENCE HOLLAND An historically accurate, action-packed six-combat simulation.







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PC & COMPATIBLES

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  Game Players Guide

Included inside ... Loom: The Audio Drama-A 30-minute Dolby® Stereo cassette, produced at Lucasfilm's Academy Award-winning Sprocket Systems. Brings the characters and setting of the game vividly to life. The Book of Patterns-An illustrated textbook of spellweaving. Use it to identify, record, and cast magic spells.











Fantasy Adventake Brian Moriarty

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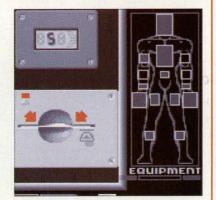
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a game!

## SHADOW OF THE BEAST II

The Beast Mage has returned and is up to his old kidnapping tricks. Having escaped

his wrath as a child, only you can put an end to his menace forever.









## THE MORNING AFTER...

Well, the party hats have been swept away, and Doug, Michelle and Alex are finishing off the last of the crisps and peanuts. Yes, work continues after our birthday issue and we hope that we've made Amiga Action even better. The more observant among you may have noticed the big plastic thing stuck to this issue's cover. For those of you who haven't, close the mag again and see if you can find it this time! After a lot of pleases and begging letters, we have tried the disk as a one-off and, as with most things in AA, you decide whether you like it or not. Instead of dull disk items that other mags sport, we think that each of the demos should last you quite a while, and thus offer good value for money - just play Bar Games to see what I mean. Likewise, this month sees the addition of another new idea - the review/feature - in this case, based on Ocean's Nightbreed. Once again, if you want to see more of these, drop us a line. After all, as I keep saying, we're nothing without you.

Written by the guy behind the successful Police Quest series, Iceman takes the theme of Hunt

For Red October and Red Storm Rising, and adds their unique adventuring panache.



Arriving hot on the heels of the truly impressive ST version, Microprose's update of

their 64 classic proves to be well worth the wait.







It's finally here! After a change of publisher, John Glames, super spy, finally makes it to our screens. Fight against double-crossing Russian spies, escape from concrete wellies, and basically fight for your life and,

who knows, you may even get the girl.





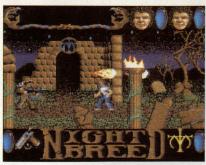


Drawing ideas from Dr. Who and the Back To The Future series. Mey Dinc and Co's

time traveller is a winner.







Clive Barker's film has spawned two binary offspring, and, in a special feature/review, AA enters

Midian and prepares to meet the many creatures that are The Nightbreed.



## SNIPPETS

### BEEDLY, BEEDLY

Making a break from their conventional 'wizards and warlocks' RPGs, SSI are working on a futuristic space opera starring that hero of the thirties and seventies, Buck Rogers. TSR already produce a boardgame, and, using the successful Pools Of Radiance system, SSI will be transferring it to the Amiga. Titled Countdown To Doomsday, it is a massive combat game of strange aliens, cyborgs and mutated aliens. It seems likely that the game will be for 1Meg owners only, and its release is set for September what we want to know, though, is will it have that annoying robot, Tweeky, in it?



The main screen display gives you rough details of the area, and any dangers, such as this asteroid belt, are shown in detail to the left.

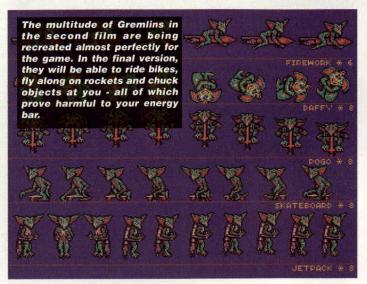
#### ATEM VIST

Digital Integration are putting the finishing touches to their Amiga version of ATF. Updated and retitled ATF II, the game is billed as 'the thinking man's shoot'emup', and involves piloting the craft of the title through several enemy warzones, attacking and destroying installations and bases in each. Resistance comes in the form of enemy planes, and you are armed to deal with these. However, unlike most sims, in ATF II, the action is viewed from behind with the game following the plane's tail, allowing you to see the baddies as they appear behind you. It's due for release in September, expect a review soon.



Never ones to shy away from publicity, the three guys on the top-left monitor are ATF II's Amiga programmers.

## ELITE'S NEW BATCH HATCHES



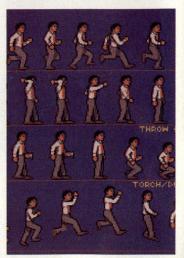
During the Spectrum's hey-day, Elite were one of the best conversion houses around. Spectrum conversions of old Capcom coin-ops, such as Ghosts'n'Goblins and Commando, along with other coin-ops including Paperboy and Space Harrier, made them one of the premier software houses. After that, though, they almost disappeared, releasing only a

handful of titles and licences. However, all that is about to change, as they unveil work on their latest and biggest licence -Gremlins II: The New Batch.

At the time of writing, the game is at a very early stage with Elite's in-house programmers working on the storyboarding and initial sprite animations. From the very start, it was imperative that the game stuck to the film's storyline extremely closely, but it was also decided to start the game with the newly-hatched Gremlins already running amok through the building than have the Mogwai transitional stage. Several screenings of the film were needed, with notes taken as they took in key parts of the story, and it was apparent, with the huge variation in the actual Gremlins,

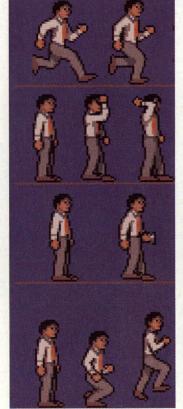
Presentation is going to be of a high standard, with film-like credits scrolling up and down and the high-score table sporting movie-style backdrops.



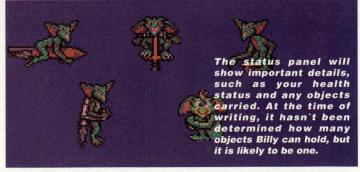


that there was a lot of potential for a hot arcade game. In case you haven't seen the film, the basic plot is that Gizmo the Mogwai's home district, Chinatown, has been pulled down and in its place is a huge towerblock not a million miles away from Donald Trump's empire. In the process, Gizmo falls into the hands of Christopher Lee who intends to carve him up and subject him to various gentic experiments. Billy and his girlfriend then turn up and all hell breaks loose as the Gremlin's both ordinary and mutated by Lee - start to overrun the building.

Controlling Billy, you must patrol the sprawling building rooting out the evil Gremlins and preventing them from causing any more havoc. To do this, you can pick up and use a number of objects, and ward off attacks or solve puzzles - for instance, a torch would ward off any potential attack. In addition, there are a number of other hazards which must be avoided by jumping over them or deflecting. It is hoped that a lot of the humour can be incorporated into the game, as the film was full of movie in-jokes. But highest priority are the many Gremlins, including a superb spider cross-breed and one that resembles a vegetable patch! Expect a review within the next two months



(Above) Here is Billy and his wide range of abilities. As well as running and jumping, he will also be able to resort to violence when it comes to dealing with the vicious Gremlins.



## CORJAK THE WARRIOR

## WIL LINGERS ALL AROUND ...



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For five years over the land.



cromancer has reigned terror

his hoards of evil minions to









## **SNIPPETS**

#### Krisalisis rogue

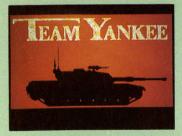
It's been quite a while since they released Manchester United, but Krisalis have been very busy. They have been working on Rogue Trooper a computer interpretaion of the 2000AD comic strip hero. Set in the distant future, Rogue Trooper is a genetically engineered character who is fighting in the age-old Nort'n'Southers war. This war has been going on for hundreds of vears, and the planet is a barren wasteland which now houses the war of attrition. Rogue is the last Souther trooper to have survived and battles the Norts with a vengeance, and it is believed that the game will capture this. Ages ago, Piranha produced a game based on the character, but it was a dull arcade/adventure with little to redeem it, and Krisalis are confident that they can make this game umpteen times better. Expect a review very soon.



Rogue struts his stuff, ready for action once more...

## GO, GO, YANKEE!

After what seems an eternity, Team Yankee is finally nearing completion. Based on the Harold Covle book of the same name, Yankee is an involved tank sim which comprises several dangerfilled missions. As the commander of the Yankee, you must engage the enemy whilst battling it out on a smooth scrolling 3D play area. As with Loriciel's Sherman M4, the tank is shown trundling from a number of view-points, but also has the advantage of being totally icon-driven. Likewise, Yankee allows you to choose from four tanks, offering more varied gameplay and different skills. We hope to review it next month, stay tuned.



## EA'S POWERPLAY!



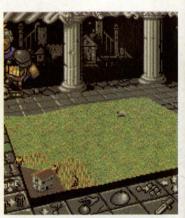




With the release of games such as Populous, Fusion and Flood, Bullfrog have secured an excellent name for themselves. Now, with the advent of Powermonger, it seems that they are going to improve on an already superb reputation. Looking superficially like Populous, Powermonger puts you in the shoes of an army leader who must guide his army over a Populous-style 3D landscape. However, before everyone shouts that it is a blatant rip-off - read carefully... Instead of taking the easy option and re-using their Populous code, Bullfrog have started from scratch and made several improvements to the already-impressive 3D system. For instance, the screen update is significantly faster, and you can also pan in and out of the landscape and take a closer look at the various villages and their inhabitants.

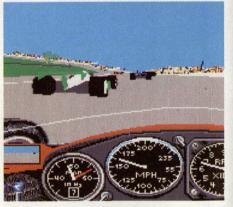
As the Powermonger of the title, you must raise a massive army and attack the many cities the game houses. To do this, you can take one of two stances: either go in swinging your swords like there's no tomorrow, or be very nice to the locals and recruit them that way. Once

settled, though, your future existance is threatened by the weather, with snow and fierce heat threatening to kill your crops, although once you have learned their pattern, you can use them to your advantage. So far, the game is looking superb. It is choc-a-bloc with small touches, such as sheep and birds walking aimlessly around, but these aren't just for aesthetic reasons, you can kill them and feed your animals. At present, there isn't a release date or a price, but we hope to bring you a full review next month, so stay tuned.



#### IN THE HOT SEAT

Already an enormous hit with PC owners, Indianapolis 500 will soon be available for te Amiga. Converted by the team behind the PC version, Papyrus Development, the game uses polygons to depict the action, supported by a number of camera-style views. It has to be said that the version we have seen is extremely fast, and there is no sacrifice on the smoothness side, either. The car is easier to control than in EA's past old driving sim, Ferrari Formula One, and the overall impression is very good. You compete against thirty-two computer-controlled cars as you whizz around the Indianapolis track with all its tight corners, ensuring that you pull into the pits every now and then. There's still a bit of work to do on it, but expect a review soon.

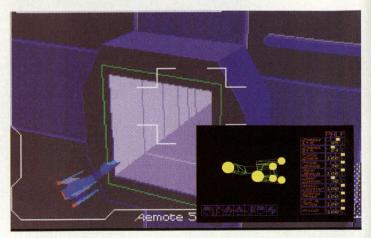


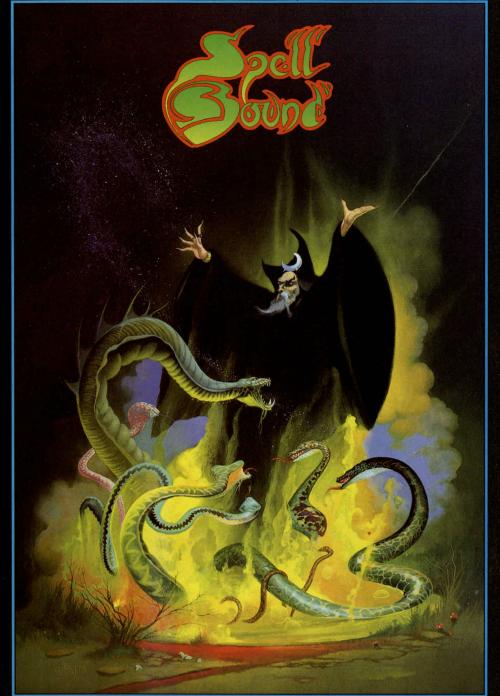
## FLY IN THE OINTMENT

Mentioned in our snippets columns, Magic Fly is very close to completion. As the controller of the Magic Fly of the title, you must infiltrate the hollow asteroid which has become the space Mafia's lair, gain some vital information, plant some explosives, and then escape before the whole thing explodes - taking you with it. The game takes you through a series of hazard-filled tunnels, which must be negotiated if you are to make



your way through safely. However, the unwanted attentions of the enemy ships make your job harder, and they must be destroyed with one of your many on-board weapons. Similarly, you must also solve a number of puzzles before you can escape - check out next month's issue for a full review.













## Spellbound by the Warlocks!

Just as you were about to advance a grade in the school of magic your tutor goes and gets himself kidnapped. You have to rescue him or you'll never graduate.

Battling through eight diverse and dangerous lands, collecting spells and objects along the way, you use your limited magic powers to fight off deadly adversaries in a frought-filled fight to free your tutor.

But it's going to be a tough task on your own: take a friend along to increase your chances and double the fun!

Screen Shots from the Atari ST

SEEING IS BELIEVING

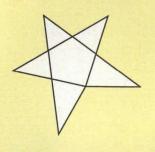
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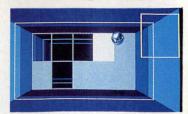
## VIVE LE DIFFERENCE!



Following the likes of North and South and Drakkhen, Infogrames line-up for the next few months looks every bit as impressive. Within the next six months, they will have nine new releases, amongst which there is a sequel to Tintin On The Moon, in the shape of Tintin And The Incas, based on two more of the popular Herge's popular books. Once again, Captain Haddock,

Snowy, and the usual crop of

baddies make an appearance, but as the game is at a very early stage, details are sketchy. In addition, sometime next March will see the release of Call Of The Cthulu, Infogrames' biggie which replaces Drakkhen II as their adventure release. Expect more news and reviews when we get it.

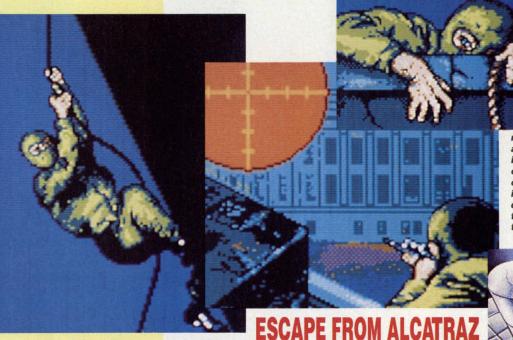


#### THE LIGHT CORRIDOR

An odd one this. Imagine a 3D tunnel stretching into the distance, within which there are a number of tortuous mazelike walls and continually opening and closing doors. Well, in Light Corridor you are given the task of guiding a metallic sphere through the aforementioned tunnel, using a bat to bounce it past the tricky areas. Using the mouse to control the bat, you can move it around the screen, with the

right button sending your bat forwards after the ball. Each tunnel is broken up into sections, and once you reach on of these, whenever a life is lost you can restart from there. The 3D update is very smooth and it seems to play quite well, but how well it will stand up to AA's rigorous play-testing remains

to be seen.





Billed as the sequel to the extremely popular Hostages, Alcatraz is a multi-level game set in 1993, a time when drug smuggling is at an all-time high. The leader of the drug barons has holed himself up in the old island prison of Alcatraz, and as a CIA agent, you must enter the seemingly impregnable stronghold and assassinate him. As in Hostages, the game uses drab colours to emphasise th oppressive nature of the prison, and it now sports a split-screen play area, allowing two players to work together against the baron and his cronies at the same time. Expect a full review within the next two issues.

#### METALLIC MAYHEM





nfogrames

present their

futuristic

boxing.

of

version

your opponent. The game opens with an impressive intro screen where your man uses a lift to get into the enormous fighter, and then the action begins. The controls are similar to those of countless fighting games, with the directional controls and the firebutton prompting



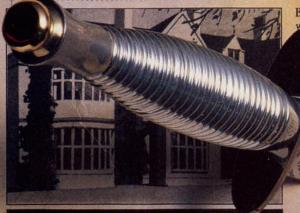
your onscreen persona to lay into his opponent. A number of weapons are at your disposal, including chainsaws and hammers, but, despite any violence you may see onscreen, Infogrames have made sure it is all for a worthy cause, with your prize money going to help sick relatives or poor people - pah, I'd rather blow the lot on an action-packed weekend, but there you go!

#### **HOKUS POKUS**

One of the more unusual verticalscrollers, Mystical puts you in the shoes of a wizard's apprentice. One day, whilst your exalted boos was out, you were tinkering with his spells, and promptly scattered them all over the place thanks to a careless bolt of energy. So, to stand any chance of finding favour with your boss and to keep your human form, you must traverse the surrounding area and collect all of the lost spells. Now this would be extremely easy if it wasn't for the freshly-created monsters that are now roaming around. Thanks to your untimely spells, you have created a number of weird and deadly - even humorous - creatures, and these must be either captured or destroyed before you can progress. This is effected by collecting the aforementioned scattered spells, and will either trap them in a cage or double your firepower, making you harder to hit. Finally, in true shoot'em-up style, awaiting you at the end of each stage is a massive quardian who requires several direct hits before you may eventually pass. Graphically, the game is very pretty, with a good variety of nasties and some very attractive backdrops, but how it plays you have to wait because it won't be out in December.



## WE SETTHE SCENE. USOLVE



Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Bar-

rington, W. Sussex. It is believed Mr Innes was stabbed to death at the home of Mrs Audrey

Broom-Hall, actress & lower of the famous film cer Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is quesring Mr Larry Glover, rominent political fi-& Dr Victor Jones: cotland Yard have reach the scene of the , but they are estid to arrive at approx. - 2 hours after the was discovered.



## PEER HAS 2 HOURS TO FIND

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'.

He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous





#### THE SCENE OF THE HORRENDOUS CRIME!



 Nearly 3 million unique murders provide ultimate re-playability Red herrings at every turn to throw you off the scent Point in click control throughout • 4 difficulty levels, from novice to super sleuth Over 20 potential murder weapons Facility to take & match finger prints • The sleuth's notebook automatically cross-references to help you make your final decision.



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Amiga

## **SNIPPETS**

## **TOKI DOKEY**



Toki makes his way to one of the many seesaws and travels upscreen.

There have been some pretty weird coin-ops in the past, but Toki takes the biscuit. Controlling an ape-like creature, you must explore screen after screen of action, whilst using seesaws to propel yourself up screen and by spitting bullets at the ever-present oncoming nasties. Ocean France are in the throes of converting the game, and so far it is looking quite nice. The main sprite must wander around, collecting extra weapons and generally killing anything in his way as he wanders to the end of each level. The game is nearly complete, with a few finishing touches to be added, so expect a review within the next two months.



Adding a little variety, Toki takes to the water and, in the process, dons a pair of goggles. There isn't a time-limit, but Toki can still take hits underwater.

## DOMARK BUSY COMPILING

Not content with their impressive Chrimbo line-up, Domark have announced two compilations to be released soon. The first comprises Hard Drivin', Toobin', APB, Dragon Spirit, and Xybots, and the second, which will be announced later, will feature Chase HQ, Turbo Outrun, Hard Drivin', and one more driving game. Both will cost £29.99 and we will be bringing you a complete guide to compilations within the next two months.



Hard Drivin' - due on two compilations soon.

## THE NAME IS POND

Continuing their trend of cute games with the emphasis on playability, Millenium's next game is a spoof of the 007 series. James Pond - Underwater Agent is being coded by Chris Sorrel of Vectordean, and is a large action game set underwater.

As our guppies' hero, you must embark on twelve missions, each of which span between twenty and thirty screens. However, these missions are different. Rather than saving the human race from the likes of Goldfinger and Pussy Galore, you are out to save the animal kingdom from the likes of pollution and other man-made hazards. The game has been in development for four months now, and Chris started work after he had finished Yolanda. The graphics are extremely cutesy, with some nice animation on the



James' escapades see him fighting for the world in a 'green' sort of way · is he skating on thin ice? Will bouy meet gull? Stay tuned for a full review and more awful fish puns.

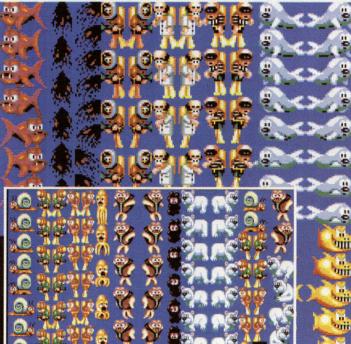
sprat-like hero and some comical nasties, such as octopi and fish.

So far, all that exists is a small three-screen demo in which James swims around blowing bubbles at any assailants and collecting objects. It is with these collected objects that he must

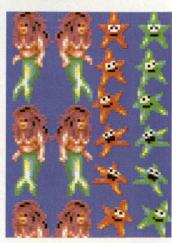
right man's wrongs, and his tasks range from plugging holes in leaking waste cannisters to blowing up oil platforms with collected dynamite. As of yet, the game doesn't have a release date, but expect a review within the next few issues.







In the past, Chris has provided graphics for most of the Vectordean games, including Bad Company, Fire And Brimstone and Dogs Of War. However, unlike those, in James Pond - Underwater Agent, the emphasis is definitely on humour with some of the weirdest creatures you are ever likely to see.



## Subbuteo

The Computer Game





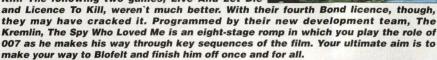


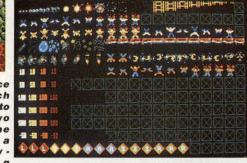


In case you hadn't guessed, Christmas is coming, the goose is getting fat, and the software scene is hotting up. So, ready for the rush of new games, Domark have got a couple of aces up their sleeves. Until now, the London-based company have been known for their Tengen conversions, but now they are spreading their wings and adding more film licences, newer conversions and a flight sim to their collection.



In the past, it has to be said that Domark's 007 epics have left a lot to be desired. Old 8-bit diehards will want to forget the truly dire View To A Kill. The following two games, Live And Let Die









shoot'em-up a la Spy Hunter, with James seated within his Lotus avoiding innocent people and heading for the boathouse at the end of the stage. As he swerves from left to right to avoid hitting the men and women and to avoid the unwanted attentions of the evildoer's henchmen, 007 can enter the Q-mobile (a massive lorry) and add extra weapons to his armoury. Likewise, this truck deposits valuable Q-tokens which, when collected, upgrade the facilities on your vehicle.

When enough tokens have been collected, you will be able to swap the car for a boat and exit to the next stage via the boathouse at the end of the stage. The next stage is another vertical scroller, this time with the car replaced by a boat.



Once inside the submarine bay, James must leap on to a spy camera and wait for it to carry him across to the other side. However, enemy characters appear from inside submarines, and from either side of the screen. The game now takes on an Operation Thunderbolt slant, with the mouse guiding a cross-hair sight across the screen, with which you must take out the enemy. However, bullets are limited, so care must be taken with your shots. Once this stage is completed, you must then hack into a computer which is set to launch nuclear warheads at America and Russia, and change their co-ordinates so that they hit each



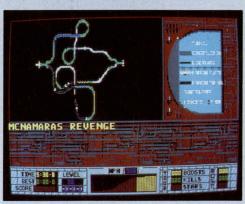
After a few more skirmishes, you finally encounter Blofelt within the confines of his chamber. Once again, the game reverts to the Op Thunderbolt style, with you training a gun on Blofelt whilst trying not to shoot his comely hostage. As you try to do this, more cronies appear and must be shot but - as menacing as ever - the biggest challenge comes in the form of the metaltoothed Jaws who isn't so easily dispensed with.





## IT'S A STUNN

One of the hottest conversions of last year was Hard Drivin'. and no sooner had Domark released it than they were enthusing about grabbing the rights to its pseudo-sequel, STUN Runner. Set within a winding tunnel, STUN is a race against



time with you piloting futuristic ship. Once again, the game is in the hands of The Kremlin guys, and, at the time of writing the screen update is unbelievably fast, although there is a lot more detail and features to go in yet. We will keep you posted.

## STUNNING SPY

Although only just announced, Domark's new MiG licence is shaping up rather nicely. Once again - surprise, surprise - The Kremlin is at the helm and although details are scarce the game seems to be shaping up nicely. Apparently, the Russians have been extremely helpful when it comes to detail and any info the team can get has been gratefully received. More news as we get it.

**GOLLY RUSKIE!** 



## MOVE OVER SUPER SPRINT!

In the hands of Teque is Badlands, a futuristic race game in the vein of Super Sprint. One or two players can compete, and the game is a race set over eight different tracks. As with Sprint, there are the usual hazards to avoid and goodies to

collect, but the cars in Badlands mean business and are armed with bullets and missiles, enabling them to blow the opposition temporarily out of the game. Each race consists of four laps, with some really tortuos tracks coming into play.

What's more, for any of you who couldn't get on with the old Super Sprint controls, Teque have added a second system which may prove easier. It'll be released in November.

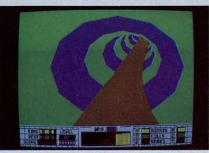












Although there are no sprites overlayed yet, already STUN Runner is looking impressive. The Kremlin Guys have been beavering away on it for several months now, using a PC and Realtime's Snasm for development, a system which means that all the 16-bit versions will be released at the same time. Expect a review in roughly four months time.











## Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ Kit Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics.
- ★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- \* Two players teams mode against the computer.
- \* After touch controls to bend or dip the ball.
- ★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - Ultimate soccer simulation. 96%.

THE ACE - Brilliant. Buy, Boy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%.

ST FORMAT - What a game! Gem to play. Magic. 90%.

C & VG - Championship winning material. 95%.

GAMES MACHINE - Probably the best sports game ever. 92%.

COMMODORE USER - No other footie game can touch it. 90%.

AMIGA ACTION - Surpasses all other football games. 93%.

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## Boggits Domain

Just as we were getting settled, they come along and change everything. Organise yourself Boggit. Stop rambling and get a bit of order into your scrolls they said. Okay here it is. I've created a few corners in my head, given them names - and concentrated for a change.

#### **QUIK KWIP!**

Q. How can you recognise a levelheaded Atari ST User?

A. He drools from both sides of his mouth!

#### Man-hunting in New York Without a Map

Grovel, grovel. In Manhunter New York I have found a medallion at the exit of the underground sewer, but I don't know what to do with it. P.S. My version of Manhunter didn't come with a map!

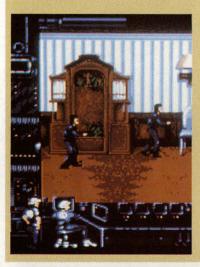
#### Nicholas Burne, Isleworth

And no doubt you think that my version of a head didn't come with a brain! Well snotty, someone with a more suspicious mind than I would of suspect you are using an illegal game with no documentation, but as I know that other readers are also suffering with this problem I will explain.

Once having been through the sewer you must go to the Coney Island Fair and play the Kewpie Doll Stall. Knock down the three objects which sit in the same position of those keycards which you would need to pass if you took the shortest path through the sewer. (Note: The sewer map is identical to the layout of the arcade game machine in the bar). Having done this, the stallholder will give you a stuffed orb as a prize, but then he will pause for a moment. At this time press the 'Tab' key and select the medallion. This will identify you as a member of the gang and you will soon afterwards be able to make steady progress within the game, but you must identify yourself as a member.

#### **NEW BLOOMS**

What new adventures are getting ready to be brought to market by the software houses this month?



MEAN STREETS from U.S. GOLD is due to bloom in September. As Tex Murphy -Private Investigator, (who thinks of these naff names?) - you have been hired by the beautiful daughter of a university professor to investigate his murder. The game promises to be a mixture of puzzles, arcade action and a 3D flight simulator. You will interrogate animated suspects who will use digitised sound to reply to your searching and witty questions. (No doubt this will mean that the Atari ST version will have better arcade sequences because of the memory savings from the vocabulary section!) Time will tell if MEAN STREETS will end up as a Bouquet or as Petunia Mulch.



#### Be 'King of The Castle' Master With Boggit's Tips

Yo Boggit, could you give me a hand with Castle Master? I have been to most places, but for the last 12 hours gameplay I am getting nowhere.

- 1. How do you get to the bottom part of the Ball Room?
- 2. What do you do in the Shrine?

Mark Bond, Dyfed

Picking up the sceptre in Display Chamber opens a gap in the Ballroom wall. Enter the Ballroom Level 3 through the gap in Level

Watch out for the moving block in the passage outside. Once in the Shrine go to the central part of the dais on either side of the gold. Crawl under bar and onto ledge. Follow ledge round and onto bar. Crawl along

bar and onto nugget. Get key at top. Step off and walk onto chair to return to Library.

#### Totally Baffled With Total Eclipse

Please take a moment to help an ageing mother! I sneak into my son's room when he is away at school and for the last 6 weeks I have left all the housework to run around all the rooms in TOTAL ECLIPSE. I have found rooms:- N. A-G, H. A-J, P. A-H, K. A-F, R. A-E plus the Illusion Rooms.

There is a door in P.C that I can't go through and I'm sure the final icon is in there. Please ask around and tell me if it is possible to enter the room.

#### Mrs J. Frederick, Westgate-On-Sea

I'm ashamed of you. Leaving the housework to play silly games. This could mean the end of tidy bedrooms! I always spend the morning polishing my potatoes and ensuring the sun wipes its feet



before it enters my kitchen. All of which is waffle to prevent me having to say I don't know the answer. After all you silly woman, Total Eclipse is an 8 bit game which confused me after 5 mins playing. Of course the real reason I even mention this problem is to allow some human to show off and tell me the solution. If they do, I'll be magnificent in my generosity and give them a prezzie. But just for your sake!

#### Get Yer Speed Boots On And Take A Turn Round The Dungeon

There appears to be only three pairs of Speed Boots in Dungeon Master. These are on Levels 7, 10 and 12. If there is a fourth pair could you enlighten me as to their whereabouts? Or do you have to go through the game with only three characters to use them? Also, have you tried fighting the Stone Golem at the end of Level 7? It takes about 40 Level 6 Fireballs before he bites the dust.

#### **Adrian Clarke**

There are four pairs of Speed Boots and I've got a picture to prove it. The pair you have missed are on Level 11. You'll be interested to know that finding all of the Speed Boots, plus the Helm of Darc (Level 12), was the test which FTL gave anyone who wanted to qualify as a game tester for them.

I suggest you go back and look again. The next time a Stone Golem appears on the scene you'll be able to run rings round him.

#### BOGGIT'S BOUQUET

Beneath the vast shade of Adventureland's Great Wood many flowers grow, but not everything in the garden is lovely.

To help you distinguish between a Blushing Orchid and a Stinkwort, games which meet the Boggit's high standards will be transplanted into his own garden and receive the prestigious BOGGIT'S BOUQUET.

MIGHT and MAGIC II - US GOLD This is the kind of RPG which I've been looking for. Loads of weapons, spells and monsters to manipulate and bash - and it all takes place in a playing area which is bigger than the space between an Atari User's ears. The game is simple to get into, but has depths which will keep you playing for weeks. Select a group of heroes, equip them, train them, feed and water them, and then lead them to glory. I've been playing this game for a month now and only the need for food, and the threat of violence from the Editor, has forced me to desist

GOLDEN GUARANTEE - If you don't agree that this a great game, and worth the cash, I'll come round and kick your kneecaps.







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SEEING IS BELIEVING

#### Uppers and Downers in Leisure Suit Larry III

I'm finally stuck after two days of hard work. I have used my stockings to get down the cliff and landed on a projecting piece of rock. Amongst other things I am carrying my bra, panties, dress and marijuana, but I've failed to find any use for them. Have I missed a vital piece of equipment such as a rope or something as I'm sure I have to use the two tall trees to get to the other side of the

gorge? Please give me the answer or I'll jump in the canyon.

#### Jason King, Brighton

Well you certainly sound as if you've had an 'interesting' time so far! With the gear you've got, I would suggest you forget about adventures and instead go and spend an evening at the Rocky Horror Picture Show.

At least your ignorance of the solution proves that you are a pure soul. A more wicked person would have realised that the other name



for Marijuana is Grass. Rereading about the native crafts in the booklet that came with the game you'd figure it out. Your game did come with a booklet I trust? I'd just hate to think that we have another poor soul who has been so unfairly deprived of vital documentation!

#### Speak Up, Cos Hear Comes The Judge In Police Quest I

Dear Boggs, I am in dire need of help with Police Quest. How do I obtain a No-Bail Warrant against Marvin Hoffman?

Please help as I am falling into despair and I am considering buying an ST!

Ryan Hinnem, Pontypool



#### **COMPOST HEAP**

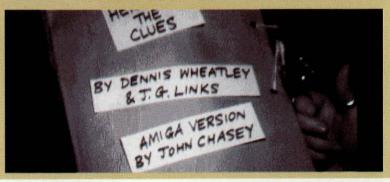
It grieves me to say it, but HEREWITH THE CLUES from CRL is a perfect candidate for the Compost Heap. Many years ago this game was sold as a folder containing papers and photographs within which were hidden clues enabling you to solve the mystery. CRL decided that computerising this old idea seemed like a good idea - I agree. Just think how easier it would be if you could view different reports simultaneously in multiple windows, cut and paste text into your own notebook and use a search command to collate all the references to a single item of interest throughout the mass of paperwork. With the power and graphic capabilities of the Amiga at your disposal you could become a real super-

So what did CRL do? They

digitised the countless sheets of typed documents and photographs and dumped them on a disk. None of the simplest ideas which I mention above have been implemented to any degree. It is not even possible to read page 21 of a document without having to first display the previous 20 pages - each one laboriously loaded from disk. True, you can 'click' on a reference to an object in the text and have its photo replace the

text, but that's no big deal. Why is there no note-pad? Why can't I call up the photograph or exhibit by name, instead of having to remember that it is filed under 'A' or 'Z'?

You are actually advised to make such notes using paper and pencil. A poorly implemented idea and yet another example where computerisation has been used to degrade rather than enhance the original. NEXT!



#### **DUNGEON MASTER LORE**

Never has a game proved so difficult to complete, and what wth two of the little swines, many hours of sleep were lost. Still, every cloud has a silver lining and clues and hints for the Dungeon games are rife. It seems that many would-be adventurers, who yearn for the hack and slay in life, are having just a little problem with the lore of the Dungeons. Let me explain. Doors are both the bane and the blessing of Dungeoneers. Locked doors of every description litter this mammoth game and behind all of them glitter both golden treasure and baleful eyes. Opening the doors usually involves finding the correct key: and just to make life 'interesting' the said key is usually resting

between the two front claws of something nasty. Of course there is more than one way to 'Skin a Troll' and it is worthwhile attempting to use an axe or an 'Open Door' spell before parting with a key. Keys come in many shapes and types. Iron keys are the same grey colour as the floor so be sure to keep your light source bright or you may miss them. Don't waste time looking for the elusive RA keys in the early stages of the game, as the final key cannot be found until you have plumbed the very depths of the Dungeon - likewise the Winged Key. In the American version of the game (and in some early 'grey' British imports) there are lockpicks to be found. These should not be confused with



skeleton keys which are not used as their name suggests to 'pick' locks, instead they unlock the Great Staircase which runs down through the Dungeon'sl Core.

Using a closed door to keep monsters out while you take a well-earned rest is a great boon. I still laugh when I remember the panic which ensued the first time I encountered a monster who was able to open the door. It beat the living daylights out of me while I was kipping! Above all, remember the power of the door is your greatest weapon. Lure your opponent into an open doorway and then press the 'close door' button. The strongest of monsters soon wilts under the merciless pounding of the closing



Get a grip on yourself laddie, you are becoming delirious.

Take the FBI Most Wanted list from the clipboard and the Hoffman file from the cabinet. Read the file, keep the file and then go to the court. Tell the clerk, I NEED TO SEE THE JUDGE. Then, I NEED A NO BAIL WARRANT. Confirm that it is an emergency and then go into the court when the clerk returns from seeing the judge. Say, MARVIN HOFFMAN to the judge and when she asks for evidence against him, tell her the three facts as she asks for them:-THE HOFFMAN FILE, THE FBI LIST and THE TATTOO.

#### Wake Up To The Bard's Tale II Riddle Answers

I've been playing Bard's Tale II for months and now I am up against an impenetrable wall in Dargoth's Tower, Level 5. When I am asked to 'Speak the Ten in sequence', I can get up to the sixth answer then I get stuck. What is the answer to the riddle:- "Six we know will try to crow?". I don't suppose you could tell me what the last 4 are as well in case I can't crack them either?

#### L/C Bradwell, BFP0

This damned puzzle is designed

to keep you up all night until the solution suddenly comes to you at cock-crow. It's ROOSTER.

The remaining answers are LARGE, EARLY, BARD and WOMEN. And the good news is that you've still got a long way to go.

#### Faery Tale Hints And Cheats

I know that the Faery Tale Adventure aint that new now, but I have a couple of cunning tricks which can make life easier for 'wouldbe' heroes.

1. You can save using a green

key by finding instead the secret door into the fort. This entrance is on the left-hand side, almost level with the door.

2. If you jump onto the Turtle and start slashing, your bravery points will go up to infinity, but it doesn't hurt the Turtle.

#### F. Richards, Brighton

What kind of a hint is that? If you jumped on my back and started slashing I'd kick your nasty little head in. Get out of here - and don't you dare go near my Petunias as you leave!

#### Escape From The Web Of Kings Quest III

We, that is me and my three brothers, figured out KQI and KQII within a couple of months and felt really good about it. Now we are all very frustrated about Kings Quest III because we can't figure out how to get through that damn spider's web. We've tried everything, (well almost everything), from cutting it with a knife to casting magical spells. I even turned into a cat for the sake of it (and died!)

I am also a bit baffled about casting spells from the great Spell Book in Mananan's Lab. I cast the spells and various things happen to me.

#### **Tahara Munir, Rotherhithe**

Various nasty things happen to people who make mistakes when they mess-up the spells. The only way you can make spells successfully is follow the recipe in the game's booklet EXACTLY. One mistake and you're fairy-dust. I give you this dire warning because your problem can only be solved by casting the spell which turns you into an eagle. I expect you knew that spiders are terrified of eagles. Well anyway, that's what it says here in my Forest Lore Manual. The trick is to find all the ingredients for that spell, of which the hardest item to locate is an eagle's feather. Walk to the base of the mountain path and search the grass. If it's not already there, watch the sky, for sooner or later a bird will drop something. Pray it's a feather and be grateful that cows can't fly!

#### A Cold Hearted Solution For The Bard's Tale

Help! Help! I really want to finish the Bard's Tale, but I'm stuck in Kylearan's Tower where the Magic Mouth wants me to name "The one of cold, foretold, twofold". I can't!! I just know that if I solve this part I can move to the final confrontation with Mangar.

One tip I can give you is that you can find a crystal sword in the SE corner (through the darkness) of level 1 in Harkyn's Castle. Sit on the throne to open a secret door.

#### S. Domin'e, Middlesborough

All you need do is think of the name of someone with a stone-cold heart - no it's not BOGGIT. The answer is none other than the jolly 'STONE GOLEM'. Good luck with the not-so, jolly Mangar.



#### STAR LETTER

#### Travel Back To Revisit the Mysteries of the Lords Of Time

I desperately need the help of your superior mind and expertise to complete the final part of LORDS OF TIME, the first of the TIME and MAGIK Trilogy. I am at the cauldron, but when I start throwing my ingredients in I get killed. What am I doing wrong?

Also, how do you survive the Hypocaust? Please forgive my ignorance as I am just a lowly female, new to adventuring.

#### Jenny Armitage, Hitchin

Don't worry about being a lowly female, male humans are equally lowly in the sight of the Boggit. LORDS OF TIME; you certainly can pick them can't you? Do you know this game was designed by a woman? I believe there was some mild fracas between her and Level 9 afterwards, but I never really heard all of the story. This is

the game where you can type a command such as, 'OPEN BOX' and receive the reply, "You can't see the lovely narcissus standing lonely beside the weeping willow tree". Ah, those were the days. Twisty passages leading off in ALL directions, plus a naff command parser to drive you mad.

I remember being invited to a Chinese restaurant in London for the launch of this game. I waited for half an hour in the foyer before I realised I was in the wrong restaurant. Well, all Chinese Restaurants look the same to me.

The solution to your problem is that you can only stay beside the cauldron in the Mists of Time for two moves. To get all the ingredients into the pot you must only throw in two, then move away before returning to throw two more. THROW TEAR, THROW TUSK, W, E, THROW 'SOMETHING ELSE' etc.

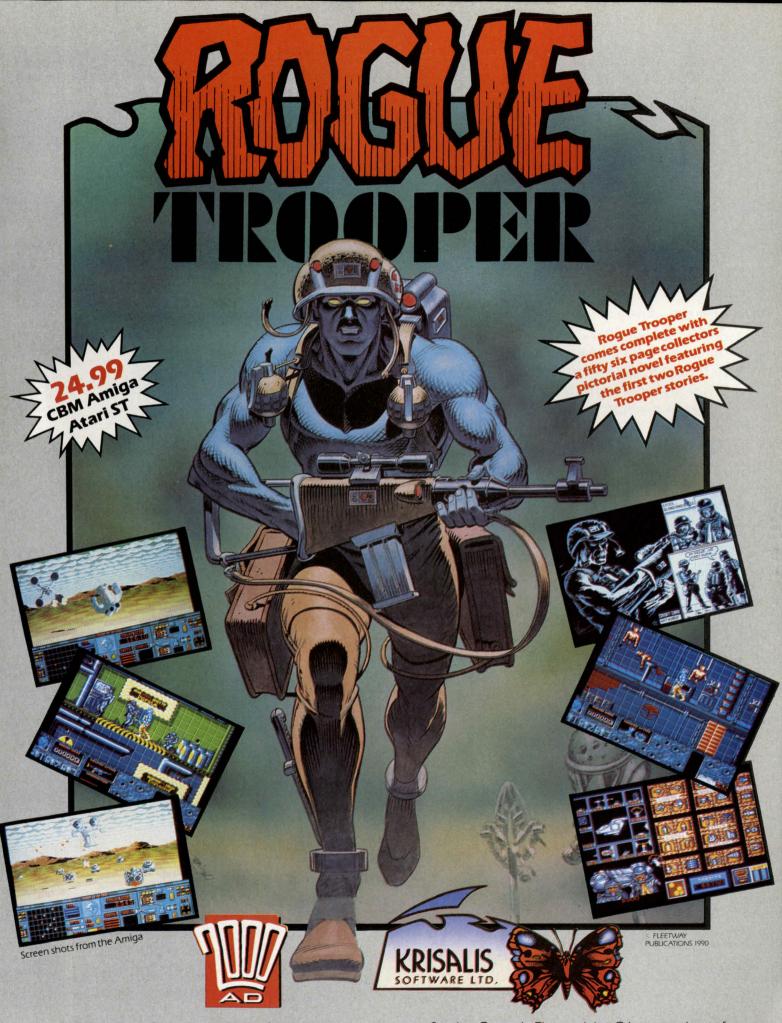
Fill the horn with water and take this into the Hypocaust to cool yourself.

Anyway for reminding me of the good old days when you and I were young, I'll declare your letter this month's prizewinner and get our wonderful editor, (blessed be his name) to send you something little bit more modern for your poor Amiga.

Thanks again go to all who have written. Even those who continue to amaze me by asking for solutions to arcade games (just proves how many humans are one stick short of a bundle). Please don't ask for solutions to arcade games as I don't waste my time with them, and neither should you. And if you didn't get a reply, ask yourself: Did I enclose a Stamped Addressed Envelope? If not, then please make sure that you do in the future otherwise we cannot send you your solutions and you will be stuck in your adventures for ever.

If you have any queries or are puzzled beyond help, then send your thoughts, lame-brained or otherwise to:-

BOGGIT'S DOMAIN
29, BLACKTHORN DRIVE
LARKFIELD
AYLESFORD
KENT ME20 6NR



The war on Nu-Earth continues, The Southers have created a genetically engineered fighting force, The Genetic Infantry. On their first mission, all but one of the G.I's are wiped out. The location of the drop zone was given to the Norts, they were betrayed by one of their

own Souther Generals. The surviving G.I. rescues three of his buddies bio chips which are attached to and become part of his weaponry. Our G.I. turns ROGUE and has to fight both Southers and Norts in his quest to find and kill the traitor general.

## AMIGA ACTION

Well, you've asked for it, so here it is - our amazing Amiga Action Cover Disk. With no less than two fully playable demos awaiting your perusal. What are you waiting for? Sit down and enjoy...

## THE KILLING GAMESHOW

Striding from strength to strength, game design supremos, have Psyanosis. earned themselves the enviable reputation as world leaders in graphic and sonic design. Their graphical achievements are truly breath-taking and the all-powerful sonics and thundering music have become their trademark.

The Psygs are renowned for their varied repertoire, ranging from arcade mayhem in Menace and Blood Money, to colossal graphics and sound in Beast. Now comes The Killing Gameshow, an intriguing title for a game which hits out with concussive impact and then bludgeons you into submission. Psygnosis have prepared an exclusive one level demo of the game for Amiga Action. We would like to point out that due to memory restrictions, the sonic effects, as well as an incredible intro sequence which features in the final version of the game, have been omitted from this demo.

Designed by heavy metal freak Martin Chudley, The Killing Gameshow is set in a variety of bizarre and dangerous worlds and the game is pure adrenaline, pumped with a thumping rock beat, heavy bass and great guitar riffs. Another indication of the man's musical taste is the odd message which appears in the game like: 'We're gonna raise hell!'

The Killing Gameshow is segmented into worlds or environment, which harbour a variety of villains, traps and beasts, each more treacherous than the last.

With the joystick, you control this fearsome insectoid creation (a Psygnosis speciality) within a platform environment, wasting the enemy with a barrage of fire. As you move over hell's creation, you must use strategy to travel from one section to another, as well as a variety of shaped keys which open doors to other areas. When collected, these keys appear in an inventory beneath the screen and you must look for like-shaped keyholes to fit them in. The ultimate threat is the rising tide of water (by the way, you can actually alter the shade of this water by tapping various keys on the numeric pad). Another unusual feature is a fast forward action replay, achieved by pressing the F key.

At first, your weaponry is boxstandard. But as you battle through the attack, destruction yields weaponry boosters and enhancers. Resembling onyx cufflinks, these bonuses appear in the inventory. In addition to weaponry, bonus features, such as 'Freeze Water' are also worth collecting - especially when the tide of water is lapping at your ankles.

Both the extra weaponry and features can only be used for a limited time and so the skill is to use the existing bonus to the full and then make the trade off.

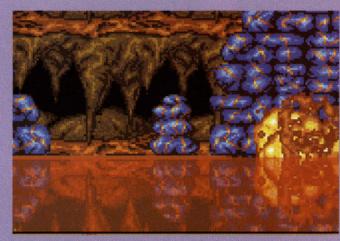


The enemy craft sap your valuable energy, and should be shot as their formations attack you.

SK



Your ship is extremely manoeuvrable and to escape from the water and the marauding enemy ships you can jump from ledge to ledge and climb up vertical walls.



The ever-approaching water is extremely deadly, and contact with it must be avoided at all costs - or you'll die instantly.



Walls come tumbling down - well, providing that you have the correct key, they do. You can hold one key at a time, and these are stored in your inventory panel below the main play area. Unlocking a door is then a matter of standing in front of the corresponding lock and pressing fire.

## BAR GAMES

"Do you know the way to San Jose?" Well, Bar Games' designers Sam Nelson and Steve Cartright ought to - they live there. Yes, looking at the line up in this multi event style game, such as Miss Wet T-Shirt, I only wish that this bar was my local - San Jose here I come!

The line up of events in Bar Games means that the game won't win any awards for taste, with a wet teeshirt competition called 'Wet 'n' Wild' and another dubbed 'Pick-up Artist'. January 1990: Sam and Steve dream up the idea for bar games. The idea was to move away from the traditional bar pursuits like skittles and crib.

So they set about looking for the sort of things that went on in modern day pubs. Their findings included Lady Mud Wrestling, Miss Wet T-shirt, along with Air Hockey, Liars Dice, Beer Sliding and even the mechanical bull - I can just see one of those in the King's Head.

From a list of twenty possible bar games, the team whittled it down to five - Miss Wet T-shirt made it, but sadly, lady mud wrestling was scuppered! During the spring, Bar Games programmer Gene Smith pounded away on his Everex 386, 20 megahertz 130 megabyte drive, while graphic artist Roseanne

Mitchell made computer sketches, which included meticulous animation in the Wet Tshirt which was now entitled Wet 'n' Wild.

By June the game draft was finished now came the fine detail. Surprisingly, the mechanical Bull was dumped and men were brought into Wet 'n' Wild to drum up some female interest. Then, team leader Steve Cartwright came up with a more original bar past-time, and with three weeks to completion, 'Pick-up artist' was included in the final line up of events.

By July, each event is being treated as a separate entity and the team call in their tried and trusted colleagues to help out. Designer, Tim Wilson, work on getting the puck to move realistically in Air Hockey. Then the mechanical bull is dumped and all hands on deck concentrate on making Pick-up artist the humorous and risque aspect of the game. Satirist Jerry Page is brought in to supply the hip and witty dialogue and Rosanne creates loads of screens so that there is a different ending for each of the three 'dream dates'

The result a game full of original ideas and great gameplay - something for everyone to get their teeth intol



Do you admire Bet Lynch? Do you think that you're the next Angie Watts? If so, then try your pulling power on our horribly addictive cover demo.



The strength of each throw is dictated by a strength bar at the bottom of the play area. There are three lines on the bar, and these represent each of the three bars - the rest you'll have to work out yourself!



Serving a beer is child's play. You just fill the beer up by pressing the firebutton, and then hold down the firebutton once more until you think it will reach the thirsty boozer.



Every time you fail to serve one of the customers, they will be replaced by a shadowy counterpart who takes up a valuable seat. This limits how many punters you can serve and if all the seats are eventually filled it will be last orders permanently at the Accolade bar!

## LINE 'EM UP!

The event from Bar Games which features exclusively on your Amiga Action feature disk is called One Beer Please. It's based on the American tradition of the barman sliding the beer down to the correct customer, who must stop the said frothing jug of ale from sliding embarrassingly off the bar. To load this beer-sliding demo, Boot up your Amiga and select the file marked Bar Games.

#### IN CASE OF PROBLEMS

If, in the unlikely event, your cover disk doesn't load, pop it in an envelope and send it to:

Amiga Action Duff Disks, PC Wise Ltd, Unit 3, Merthyr Industrial Estate, Pemprebach, Merthyr Tidfil, Mid Glamorgan, CF48 4DR.





#### KICK OFF II

This has got to be my all-time fave game, and judging by your many tips, it is yours, too. Well, sender of the most concise tips is Martin Calladine, whose address is unknown (I hope he knows where he lives!). OK, here we go...

**Scoring:** There is no set method, but these often prove effective.

- 1. As soon as you get the ball, run slightly to the left or right of the centre spot and curl a shot past the 'keeper as you enter the penalty area.
- 2. Curve a long ball from the centre spot, and then smack the shot straight past the goalie with an attacker.
- 3. Get the ball, and run at the 'keeper from a diagonal position. Boot the ball, and it will either go in or rebound for a second try.
- 4. When you dribble towards the opponents` goal, just as you leave the centre circle do a large chip and it should sail past the `keeper. If not, it'll either go over the top or be saved, in the event of which follow up the shot with a slam in the net.

**Penalties:** A doddle, really. Just hit the firebutton when the arrow is in the centre of the goal. Be careful, though, not to keep it held down for too long, or it'll whizz over the bar. Saving, though, is not so easy, but there is a cheat. As soon as the ball is kicked, press the 'action replay' button, before the replay starts, you'll have an indication as to which way to dive. Hit the 'slow motion' key, and as the replay comes to an end, you will know where to wait for the ball. When the replay ends, you will automatically dive, and will save the ball nearly every time.

**Corners:** The secret of corners is to imagine that the icon is the ball you are going to kick. Thus, if you kick it at the bottom it will float up, kick it at the top it'll roll along the ground.

A. In-swinger along the ground. B. Straight along the ground.

C. Out-swinger along ground. D. In-swinger - medium height.

E. Straight shot - medium height. F. Out-swinger - medium height. G. In-swinger - crossbar height. H. Straight - crossbar height. I. Out-swinger - crossbar height.

In order to get a low ball into the area or to the goal, they should be hit hard. Floaters should only be hit at half-power.

**Free Kicks** Hit the ball along the ground and tap the button for an after-touch. It'll either go straight in or hit a defender and be deflected in

or saved. Don't bother trying to get it over the 'keeper, it rarely works.

**Player Selection** There isn't a great difference between the players, and reserve forward will be OK in goal - sometime even better than the actual `keepers. Using this knowledge, experiment a bit to find players with hidden talents.

#### FLOOD

Following the few we printed last month, here is a complete list of Flood's passwords:

1. Frog 2. Year 3. Quif 4. Long 5. Word 6. Fred 7. Wine 8. Grip 9. Trap 10. Thud 11. Frak 12. Vine 13. Jump 14. Nill 15. Four 16. Grit 17. Zing 18. Jing 19. Lido 20. Pool 21. Hate 22. Reed 23. Lime 24. Quid 25. Wing 26. Flee 27. Giga 28. Head 29. Loop 30. Sing 31. Joux 32. Pink 33. Gogo 34. Lets 35. Quad 36. Bril 37. Eggs 38. Hens 39. Nail 40. Soap 41. Foam 42. Meek





#### KLAX

This is a horribly addictive game. Still, this should ruin its playtability, as there is a cheat that allows you to skip to the final stage. Keep playing, but hold down the spacebar and the '4' key on the main keyboard. Voila! You will now warp to the final level, where you'll stand a better chance of completing the game. Thanks go to lan Ames from Trowbridge for that'un.

### BACK TO THE FUTURE II

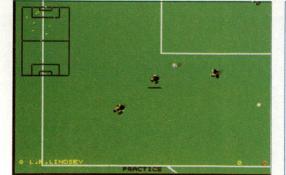
Having trouble with this dire movie tie-in? Then fear no longer, and help Marty by pausing the game and entering this cheat. Once the game is paused, type in THE ONLY NEAT THING TO DO (with spaces). The game will now restart, and you will have infinite McFlys.

#### TURRICAN

I reckon that this should have scored a lot higher. Still, that's what you get for working with two miseries! Oh well, if you are having trouble with this enormous game and dearly wish to play the later levels, simply follow this advice from Adrian Frost of Ealing. Play the game and get a high-score, but instead of entering your name, type in the word BLUESMOBIL. A message will appear on the high-score table saying something like 'That's It', and you will start the game with 99 lives - more than enough to complete the game.

#### **MONTY PYTHON**

If the Ministry of Silly Walks and the Spanish Inquisition are giving you a headachethen worry no more! Steve Wooley, from Cheam, has found out that if you enter the word SEMPRINI on the high-score table you will be able to start on the last level you died on. Easy, huh!



#### **VENUS**

Although this proved playable, I found it a little repetitive for my liking. Oh well, STA's very own Alan Bunker has played it to death, and we've nicked the passwords, so that you can use them in the comfort of your own home. They are:

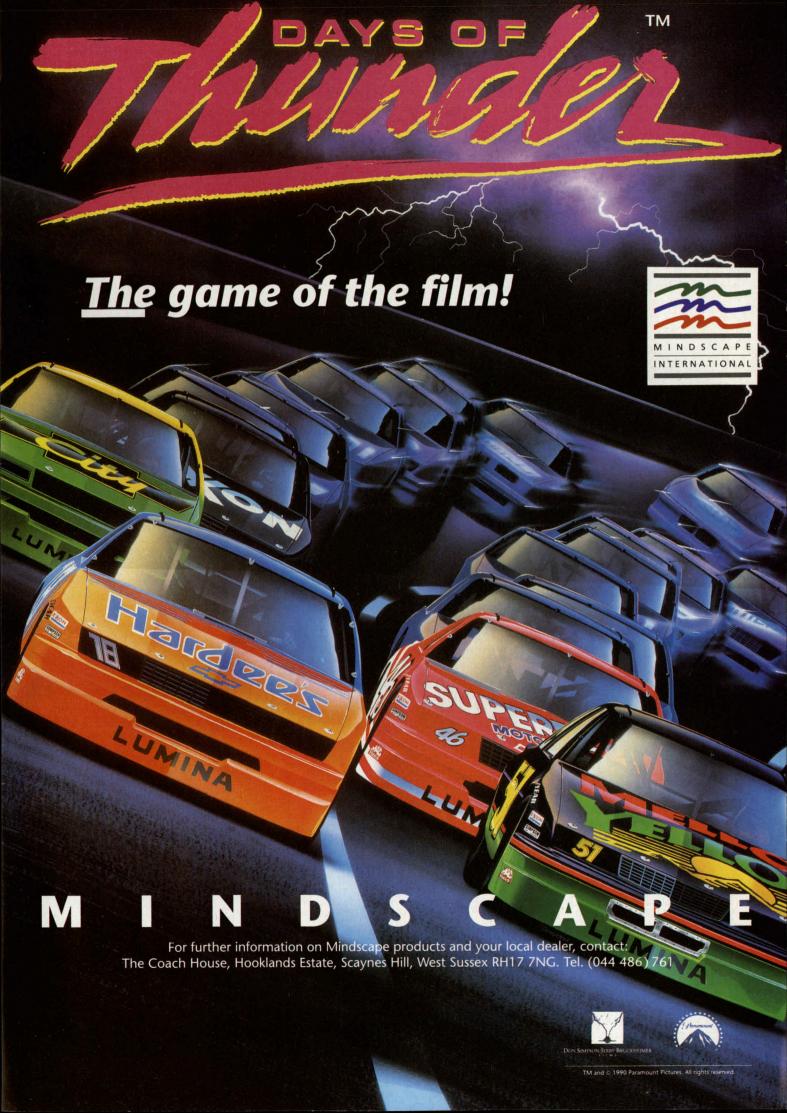
Mantids - Ice Wastes. Cicadas - Dead City.

Psyllids - Wood World. Pierids - Kaverns.

Satyrid - Death Valley

Lycaenid - Creeping Swamp





## GTGA: SHADOW WARRIORS

Well, I have to admit that this game was really overrated in our and should have got a bit less on the lasting appeal mark. However, not everyone found Shadow Warriors as easy as me, and quite a few appeals for tips have been sent in. Well here's a few hints that helped me on the road to success, and with them you should be able to complete the game on your first go.

#### THE CAST

As you make your way through the game you will notice that there are only four different kinds of opponents. Each of them are quite easy to overcome, but when there is more than one of them at a time things can start to get a little tough. The first doods that you will have the misfortune of coming across will be the hockey masked thugs. Their main form of attack is their martial arts skill, but they are not too quick and you can easily beat them up. But as with all of the enemies you will meet make sure that they don't get round behind you or things could go a little wrong. The evil ninjas are the next foe, but they are very similar to the thugs and can be dealt with just as easily. As you get a little further you will encounter some men armed with two rather nasty looking baseball bats. Again these men can be kept out of reach with your powerful kicks, but don't make any mistakes. Lastly are the ginormous log men. Disposing of these fellows is pretty hard as their logs give them the advantage of a long reach and you will have to get in close to kill them

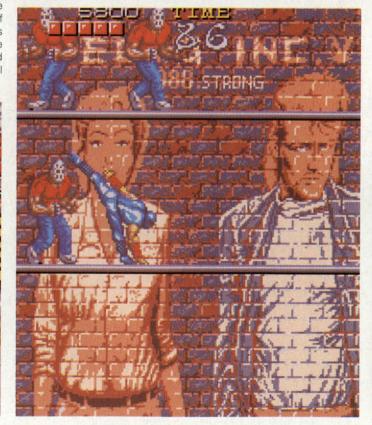




#### KEEPING THE ENEMIES OFF YOUR BACK

The main problem that you will have while fighting off the hordes of thugs and ninjas is when you get attacked from behind. If you're quick enough you can just about hold off the attempts to hurt

you, but most of the time you will end up with your face in the dirt. So to stop these troublesome chaps form beating you from the rear simply stand in front of one of the obstacles that can be found. This way the baddies will only be able to attack you from the front and you'll be able to get rid of them with no problems.







#### END-OF-LEVEL GUARDIANS

The end-of-level guardians come in various shapes and sizes, each having his own special attack. Unfortunately all of them have a longer reach than you so some good ducking and diving will be needed. The best tactic, and one that will work on all of the guardians is to simply walk diagonally past them until you are vertically in line with them. Now walk vertically down towards them, and as soon as you are on top of them press the fire button and throw them across the screen. Keep your distance while they are flashing, and then repeat the above procedure. When fighting more than one guardian you will have to do quite a bit of moving and jumping around but this tactic will still works very well.

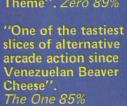


# MY PYTHONS HINGIS HINGIS

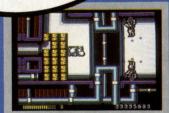
IT'S A GOOD GAME



"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%







SPECTRUM



IBM PC



ATARI ST



**AMIGA** 



**COMMODORE 64** 



**AMSTRAD** 



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PVirgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

## GTGA: SWORD OF ARAGON

So you want to reunite the East and Western side of the Kingdom, and be the man in charge? Well, it's going to be tough, but with the right choice of men in your armies, and a little bit of knowledge on what's coming up it's quite a bit easier.

#### STARTING OUT

The Ranger is the best man to have as your leader because of the characters he comes with, (mage, priest, warrior, and two rangers) giving you the chance to build up your mage from the very start, and letting you get to those mega powerful spells like Pyro and Disintegrate really quickly, thus being able to do that much more damage in battle, and from a distance where you can't be hurt

Also, decommission all your troops at the very start and reinforce your bowmen, as these are by far the best men to have as they can attack armies without having to engage with them, and save a lode those precious hit points. Infintry and mounted cavalry are not a very advisable

because they always take a lot of damage and take too long to get to the higher levels.

If you really want to have a few armies with melee weapons then go the whole hog and get some cavalry. These blokes can take a hell of a lot of stick and still come out almost undamaged; at higher levels they can totally decimate the enemy.

Remember to keep an eye on

#### **EVENTS**

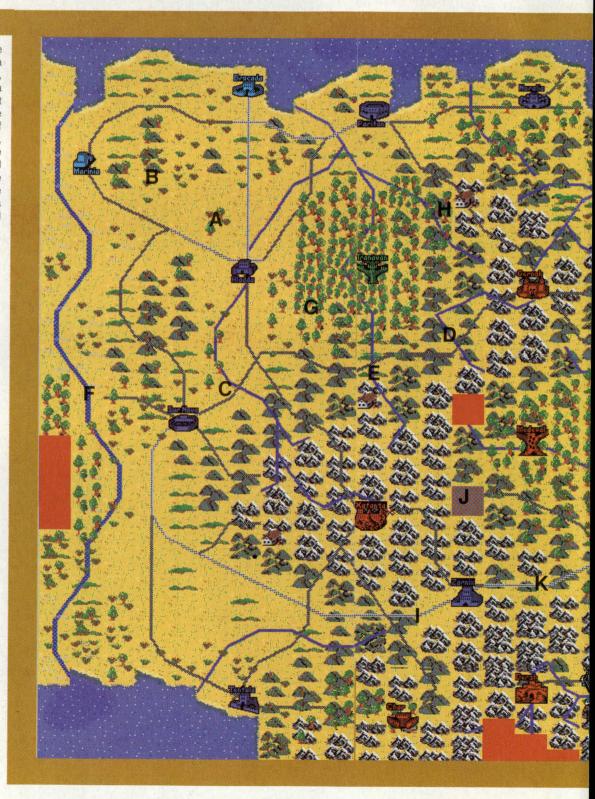
As you progress through the game and start to explore a bit more of the landscape, you will come across a selection of different problems that are not visible until it is too late. Some of them will be quite benefitcial, with the reward being a large sum of money or a magical item that will help in the future. Here is a list of some of the more important ones and a description of what will happen, and what to do!

You will have heard quite a bit about this gruesome monster in the information you get each month. Only you and your leaders are brave enough to fight him so make sure you've got them all together when you decide to tackle this creature, 7500 GP will be your reward.

This is the army of Goblins that kidnapped the small child from the merchants. Unfortunately you are too late to save the child, but you will still get a small amount of gold. Be careful when in battle because a small number of Goblins will assail you from the southeast

A group of deadly giants are camped here with some people they have captured from Sur Nova. Defeat the giants, claim the gold, and then head to Sur Nova with the people you have saved to become the leader.

A small monastry can be seen on the top of the hill. It appears to be empty, but when your leader is present the monks come out to greet you. Get your leader to enter and gain information about what is up ahead. You could be in for a surprise



how your cities are doing, but don't spend too much on development. The best thing to do is save the game before you go to the next month. That way if anything nasty happens you can reload it and try again, thus avoiding the situation. Not all the cities have to be taken by force, and if you can get one to become your vassal it guarantees you a profit each month from that city.

#### **DECISIONS**

Muscle isn't the only thing you're going to have to use. If you want your people to stay loyal you'll have to make the right decisions.

The man Olaf who's up for murder is innocent and should be pardoned. When the Elven diplomat arrives and asks you to stop developing the lumber do as he wishes and become allied with the elves. Pay ransoms or the poeple's morale will go down.

Trolls will sometimes demand money from Sur Nova, but if you take your forces to the Troll's village and capture it, you shouldn't have any more problems. The Nomads don't give you many problems if they become your enemy, but become their ally anyhow just to be on the safe side.

#### **EVENTS**

Here you meet the terrible Dragon of the North. Using all the men at your disposal do everything you can to kill this foul creature. On no account let him survive or you will only receive a fraction of the 75000 GP that is up for grabs.

This is where a horde of evil Priests and Demons have been holding out. These are also the monsters that have been taking people from Sur Nova and turning them into zombies. Make sure you only attack from a distance, as the monsters have got some very powerful spells at their disposal. If you have to get close use the mountains as a shield of vision to get to them in one piece.

An encampment of evil G monsters can be found here. With your armies in front of you dispose of these creatures and take all the money you can.

If you've taken over the city of Paritan, then you will find the troops that made off with most of the city's money. They are mostly infantry and can be easily defeated with Bowmen. Again, money is your reward, but is that any bad thing?

A large force of Orcs and Trolls attacks you just before you reach Zarnix, but luckily a force of Xafanta Dwarves are approaching from the north to aid you.

The Amulet of Aladda is here and only your leader can get it. The Amulet will allow you to pass by the Giant in the pass without having to fight him.

If you have the Amulet of Aladda you will not have to fight this giant, making it that bit easier.













There are a quite a few unknown cities in the unexplored lands of Aladda, some of them friendly, most of them evil. Below are a small guidelines on what to expect from these mysterious places and their inhabitants.

#### Tranavan: City of the Elves

Depending on how diplomatic you've been this place could be either hostile or friendly. But if you've followed the tips you won't have any problems.

#### **Gernok: City of the Goblins**

This place is filled with goblin forces plus a few rather nasty looking monsters with magic capabilities, but it's not to hard to beat them. However, remains of the Goblins will come back after and try to win back the city.

#### Xafanta: City of the Dwarves

These chaps are having quite a few problems with the orcs of Zarnix, and they will help you defeat the orcs in the pass just befroe Zarnix.

#### Medeval: City of the Elves

This is yet another city full of Elves, however, unlike the first city these Elves aren't so nice and are pretty tough cookies.

#### **Char: City of the Giants**

This is where those big nasties hang out. Defeating them is quite a problem, but with a few cavalry to aid your bowmen you should be able to capture the city. A good reason for taking this city is that the giants have control of a lake near to Tentula, and once you've got it back the city's income should increase a little.

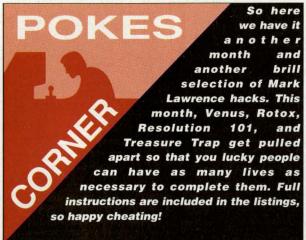
#### Troll Village

If you're looking for a tough battle then this is the place to come. There are tons of Trolls and you'll need a lot of men to defeat them. You'll also lose a lot of men in the process. This should stop any ransomed demands from the iliterate Trolls and make life a lot easier.

#### **Dersh: City of the Titans**

Dersh is probably the last unknown city you'll come to, and it is by far the hardest. A huge number of men will be needed to take over this city, and nearly all of them will be lost in the battle.





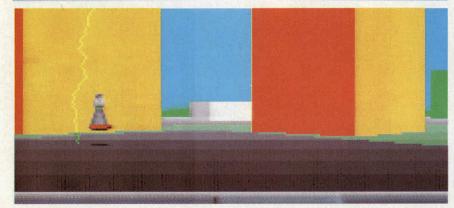


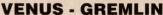
#### **RESOLUTION 101 - MILLENIUM**

20	T=0:DIM CHEAT% (1024)
40	FOR X=0 TO 137
50	READ B\$:B=VAL("&H"+B\$):CHEAT%(X)=B:T=T+B
60	NEXT X
80	C=VARPTR(CHEAT%(0)):CALL C
90	REM ***********
110	DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120	DATA 4EAE, FF3A, 2A40, 6602, 4E75, 70FF, 4EAE, FEB6
130	DATA 4680, 67F4, 4680, 49ED, 0048, 38C5, 429C, 38C0
140	DATA 93C9, 4EAE, FEDA, 28C0, 288C, 294C, 0008, 589C
150	DATA 4294, 49ED, 000E, 1B7C, 0005, 0008, 486D, 0040
160	DATA 28DF, 3886, 41FA, 0042, 7000, 2200, 224D, 4EAE
170	DATA FE44, 4A80, 66B2, 224D, 4BED, 0100, 41ED, FF24
180	DATA 337C, 0002, 001C, 20C5, 20CD, 4290, 3346, 0012
190	DATA 4EAE, FE38, 41ED, 0056, 45FA, 0020, 7034, 30DA
200	DATA 51C8, FFFC, 4EED, 000C, 7472, 6163, 6864, 6973

10 REM Pokes for Resolution 101

- 210 DATA 6B2E, 6465, 7669, 6365, 0000, 41FA, 0010, 43EB DATA 6BZE, 6465, 7669, 5365, 0000, 41FA, 0010, 43EB DATA 0065, 702B, 32D6, 51CB, FFC, 4ED3, 7000, 323C DATA 02A4, 343C, 00BA, 7600, 43EF, 2000, 307C, 2FE4 DATA 6144, 6A40, 66E6, 3E7C, 0800, 307C, 2FE4, 6100 DATA 0840, 207C, 0000, FA50 REM Delete line 260 if you don't want all 230
- 255 weapons
- DATA 30BC, 0003, 217C, 0024, 0040, 0002, 317C, 0007, 000C 260 270 280
- 310
- your Resolution 320 REM 101 disk then run this program.





REM Pokes for Venus
T=0:DIM CHEAT\$ (1024)
FOR X=0 To 143
READ B\$:B=VAL("&H"+B\$):CHEAT\$ (X)=B:T=T+B NEXT X DATH 2C78,0004,7A40,E98D,7C30,7202,7006,E188
DATH 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
DATH 4680,6TF4,4680,49ED,0048,38C5,429C,38C0
DATH 393C9,4EAE,FEDA,28C0,288C,294C,0008,589C
DATH 4294,49ED,000E,1BTC,0005,0008,486D,0040
DATH 28DF,3886,41FA,0050,7000,2200,224D,4EAE
DATH FE44,4A80,66B2,224D,4EAED,0100,41ED,FF24 110 150 160 170 DATA 37C,0002,001C,20C5,20CD,4290,3346,0012
DATA 38TC,0002,001C,20C5,20CD,4290,3346,0012
DATA 4EAR,FE38,3B7C,01FF,0028,2B7C,6000,02BA
DATA 0090,41ED,034C,45FA,0020,7033,30DA,51C8
DATA FFFC,4EED,000C,7472,6163,6B64,6973,6B2E
DATA 6465,7669,6365,0000,41FA,001A,43F9,0007
DATA 0590,2349,FD04,7025,32D8,51C8,FFFC,4EF9
DATA 0007,0000 180 DATA 0007,0000
REM Delete 250 if you don't want infinite lives
DATA 33FC,4A39,0000,D3DE,3IFC,4A39,0892
REM Delete 260 if you don't want to keep your
weapon when killed
DATA 31FC,4E71,086C
REM Delete 270 if you don't want infinite ammo
DATA 4278,7728
REM Must include lines 280,380 and 380 265 270 DATA 4278,7728

REM Must include lines 280,290 and 300

DATA 41F8,112C,4CFA,007F,0016,48D0,007F,21FC

DATA 4E71,4E89,1030,21E08,1034,4EF8,0402

DATA 41F9,0000,8ECF,7001

REM Lines 310-320 give you weapons at the start but you must collect

REM Ammo.Change 10c0 to 5288 if you don't want the search 300 the weapon REM line 310 gives normal shot. DATA 10C0 305 REM line 320 gives Big Shot DATA 10C0 REM line 330 gives 3-Way. DATA 10C0 330 REM line 340 gives Mortar. 335 340 DATA 10C0 line 350 gives Beam Up. DATA 10C0
REM line 360 gives 4-Way.
DATA 10C0



REM Type this routine into Basic and insert your

#### **ROTOX - U.S. GOLD**

245

- - DATA 3140, 625E
    REM Change 3140 to 4268 if you don't want weapon 3
    DATA 3140, 626E
    REM Change 3140 to 4268 if you don't want weapon 4
    DATA 3140, 627E
    DATA COPEN C 270 280 290 300 DATA 7E00,7001
    REM Change 317C to 6004 if you don't want infinite lives
    DATA 317C,4A79,34D6
    REM Change 317C in line 230 to 6010 if you REM don't want to keep your weapons when killed DATA 317C,4E75,4330,317C,6016,52DA,317C,4E75,61D4 Diank class
    360 REM into drive df0: Now run this program to create a file
    370 REM ROTOX which must be run from the CLI by typing REM ROTOX



#### TREASURE TRAP - ELECTRONIC ZOO

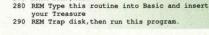
T=0:DIM CHEAT% (1024) FOR X=0 TO 129
READ B\$:B=VAL("&H"+B\$):CHEAT%(X)=B:T=T+B 

REM Infinite lives for Treasure Trap

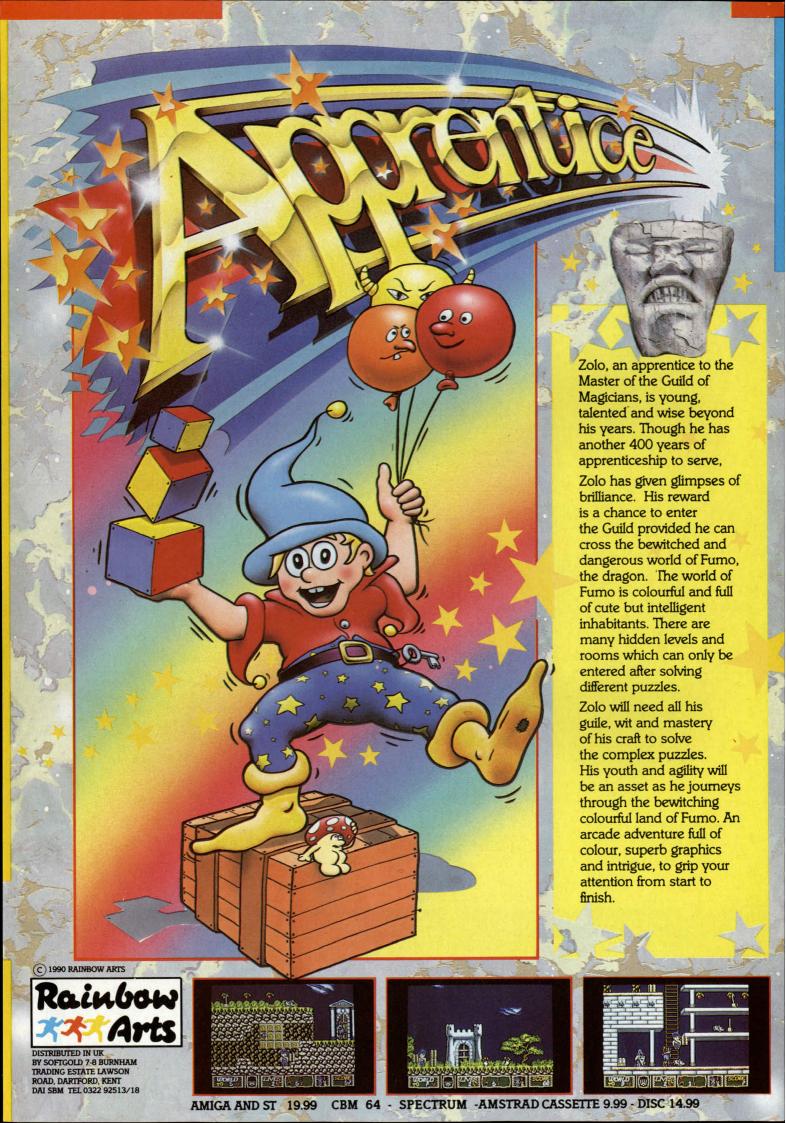
DATH 5E44,4A80,66B2,224D,4BED,0100,41ED,FF24
DATH 337C,0002,001C,2005,20CD,429D,3346,0012
DATA 4EAR,FF38,3B7C,6004,01E8,41ED,01EE,45F8
DATA 0020,7029,30DA,51C8,FFFC,4EED,000C,7472
DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
DATA 217C,6000,0530,00D2,43E8,0604,45F8,000C
DATH 700F,22DA,51C8,FFFC,4ED0,21FC,4EF8,165C
DATH 1430,4CFA,06FF,000C,46F8,06FF,165A,4EF8
DATH 06FA,4EF5,327C,1628,307C,1300,610E,43E8
DATH 0122,6108,317C,4A79,3410,4ED0,32FC,4EB9
DATH 06F2,4ED0 190 260 DATA 22DF, 4EDO

235 REM Change 3140 to 4268 if you don't want weapon 1 240 DATA 3140,624E

REM Change 3140 to 4268 if you don't want weapon 2 DATA 3140,625E







#### **More Kick Off Quibbles**

I am writing to warn other readers about Anco's misleading adverts. In their ads for Kick Off 2, they clearly state that scissor kicks are possible, and the labelled Amiga screen shots contain referees. Neither of these features exsist in the Amiga version, even though the box clearly states you can: `..., head or chip a ball and do sliding tackles or scissor kicks.' The same screen shots of referees are used as well.

I rang Anco to complain, and they told me that the version available at the moment is Kick Off 2 plus World Cup `90, and this version doesn't have the scissor kicks, referees, or any extra features on 1MB STs and Amigas. I was told that Anco would be releasing Kick Off 2 some time in August and this would be complete and have the aforementioned on 1MB Amigas.

How can a company say one thing on their adverts, packaging, and instructions, but mean another thing entirely? I have tried to take my version of the game back, so I can buy the completed article in August, but as far as the shop was concerned this was the official and only version, so I would have to keep

It is clear that Anco have rushed Dino Dini into producing a version that would coincide with the 1990 World Cup fever, and as a consequence it is incomplete. Kick Off 2 will undoubtedly be an excellent game, it is just a shame that it hasn't got a publishing company to match!

Richard Green, Merseyside.

AA: When we were play testing Kick Off II we wondered where the onscreen refs had gone and why we couldn't perform the muchtouted scissor kicks, but put their absence down to memory restrictions. As it turned out, Anco then announced a 1MB version of the game and said that this version would have the aforementioned features - a tad unfair for those of you who bought the World Cup version, methinks. All I can suggest is that you write to Anco when the 1MB version is released and ask them to swap it for the newer version.

#### **Oldies But Goldies**

I thought I would write to you,

as I have a question I'm sure Public Domain Problem many other readers want answered. I have heard that a 1MB version of Kick Off 2 is in the making, is that true? If it is, when will it be available, and will it be worth the wait for the changes, such as refs, sideline men etc.

I would also just like to say something about Mark Noyes letter about the games WE want. When I owned my trusty C64, I had Spy Hunter and Road Runner, and of course, who could forget Gribblie's Day Out - don't tell me you've never heard of it. I'm not sure if these came out before I was an Amiga owner, but I would love to see games like these again and I'm certain that old speccy and C64 games would be a hit. When I think back to my old C64 days, it brings a tear to my eve.

Russell Clamp, West Sussex.

AA: See the above letter for news on Kick Off Il and the surrounding hoo-hah. As for the old games, yeah, I'd love to see an overscan version of Road Runner, how about it U.S. Gold?

#### **Manhunter Mistake**

In the August issue of your mag, you said in your review that Manhunter II - San Fransisco needed 1MB. Well I was looking through some mail order company ads, and noticed that some of them did not say that this game needed 1MB. This could prove very annoying, amd frustrating for someone who bought it, not knowing wether it needed 1 meg or not. There should be strict rules on Mail order firms on supplying correct and appropriate information.

My second point is also a gripe with mail order firms. Some of them say Hero's Quest needs 1MB, whereas your review of the game didn't mention anything. Please could you tell me if this is correct, as I am thinking of buying it?

Edward James, Surrey.

AA: Mail order companies plan their ads well before the games come out and that is probably why they didn't know about the neccessary 1MB for the Sierra games. As for the Hero's Quest, yes, it does need a Meg, and that is a fault on our part - sorry.

I have written a game which I feel would do very well as a Public Domain title. However, I have no idea as to how to go about marketing it. Do I just send it to a PD library and hope for the best?

I would also be grateful to know if Trademark laws extend to PD games. Some of the older stuff cosists of updated versions of Pacman, Defender and Space Invaders to name but a few. Did the poeple who wrote these have to get written permission from the authors of the originals, before they could release their own versions?

Still on the subject of written permission, I have heard that the public must write to certain companies before they are legally allowed to make back-ups. Is this true? Making back-ups is all the more important for games such as Battle Tech, and the TV Sports series, when the saved game is actually installed to disk. Although some companies actually include back-up guidelines with their games, what about those which don't?

Stuart Neil Hardy, Sheffield.

AA: With Public Domain, it is best to approach one of the bigger companies, and tell them about your software. As for copyright, PD is shareware and as such is free to be copied and distributed, and the various Pacman clones that you see never actually use the copyrighted name, hence their existance (and the millions of Spectrum versions that appeared years ago). Finally, the games you mention usually have novella protection of something that, even if you back the disks up, still requires you to own the packaging.

#### To Boldly Go ...

OK, the game's up! Way back in issue 7 of AA, you said that Star Trek V would be released on the Amiga in time for Easter. Well, it's now the middle of Summer. When is it going to be out? Is it ever going to come out? Us Trekkies can't wait for ever you know, though I suppose I could attempt time travel by doing a slingshot around the sun, travelling into the future and bringing back a copy for you to review....

I agree with Mark Noyes about doing a `most wanted` top ten - an excellent idea! I would like to see the following on the Amiga:-

1. Pitstop II

2. Ace

3. Ace II

4. Uridium

#### Eddie Yau, East Sussex

AA: Mindscape's Trekkie game is still 'on its way', and there are no further spottings yet. Still, as soon as we get hold of a copy we'll bring you a nice big, detailed review. As for Amiga Uridium, Andrew Braybrook has expressed a wish to do it, so keep your fingers crossed.

#### **Another Boring Pirate Rants**

First of all I would like to say that I'm in a position not unlike that of 'The Violator', where I can get my hands on games for a 25th of the recommended retail price. OK, so the Planet of Green Slimey things isn't the most accessible place, but new software reaches me all the time, and if (according to you) you're telling me you woudld't buy copies then I'm afraid I think you can't really be using your lone brain cell as you well publicize.

The beings who I get my games off must have every game out, including some games that aren't even out yet - for example, I had Teenage Mutant Hero Turtles before it came out in the UK, and I don't know anybody who would refuse to buy it from me at a price of one pound.

I must point out that I own roughly 109 games, ranging from Action Fighter to Xenon II, and none of them are originals. So, after calculation, if I bought all my games on the market at RRP, it would cost me a total of 2828.55 and I paid 109, that's a saving of 2719.55. I find it absolutely impossible for anyone to say they wouldn't accept those prices. If I offered you all my games would you buy them? Of course you would. You know as well as I do that the things people print in magazines about software pirates is a load of cr\*p. You are only doing it to please the software publishers, and in the end, it all boils down to pleasing the government and copyright laws. So, mister high

and mighty, I wouldn't copy games if you stuck a red hot poker up my anus and played a Max Bygraves album to me, why don't you just admit it. You do copy games don't you. Everybody does.

Another point I would like to make is about the quality of new software. I would like to compare the software publishers to the record publishers. The number of copied albums is probably higher than that of games, but does anybody care, no. According to you 'There is no excuse for piracy and by copying games, you are harming the software houses and are eventually going to stop the flow of new titles as they won't be able to fund their developement.' Now that last statement is complete rubbish. For example, let's say you work in a bank and your original software breaks down, unfortunately you can't make a back-up because Steve Merrett says there is no excuse for piracy. Who the hell are you to say wether or not to copy games, or any type of software come to that. I know people who work in computer shops who copy games, they don't need to as they probably get discount anyway, but they still do it, and why, I'll tell you why, because they enjoy cracking into new software, it's a challenge. Just like the software writers enjoy writing the material.

At the end of the day I find it hard to believe that just because one game is copied, that the company who wrote it will go bankrupt or something. That's just rubbish too. It's a fact that not a lot of people know other people with copiers and copies, these are the people who buy the games; thus making people such as the Bitmap's millionaires, and they've only had three games released.

Why don't you face it, Steve, the only way to stop piracy is to lower the price of games to the price of old speccy and 8-bit software. I'm talking about 7.99 and around that area. So, remember Steve, next time think before you open your personal computer briefcase and start typing up your replies, because it is up to the reader whether or not to copy games, not up to you.

Mr Smugg, Planet of Green Slimey

Things.

AA: Once again, another pirate states that it's OK to pirate because he can't see the problem. Wake up, you prat! I don't care how easy it is going to get to get new games, and I don't give a toss how cheaply you get them. All the time that you are ripping off games, you are threatening software houses with extinction. And what are they going to do to stop that? Yes, they'll put their prices up - doesn't take much working out does it. Anyway, even if games did come down to the eight quid mark, you'd only find further excuses and rip them off still, so what's the point of someone like you telling proper businesses how to run them when it is you who is putting them at risk.

#### **Budget Good Buys?**

I was reading your August issue and I noticed another letter about software piracy. The problem seems to be the price of games. Most Amiga owners are young and don't have much money, and many parents will not buy their children expensive 'games'. It can be quite impossible for a teenager, let alone a younger child, to save 20-30 for one game.

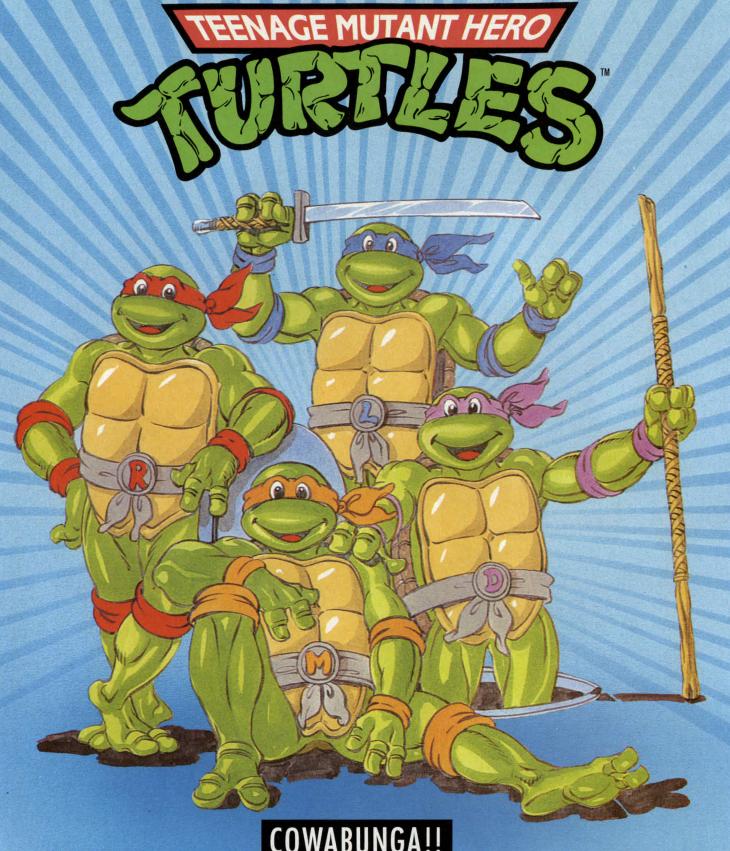
It seems some software houses have noticed this, i.e Codemasters, and have released some games at a fiver, and one or two have been good. However, this would not work for certain houses, as people may think the games too cheap, and as a result rubbish. To overcome this, I think that all software houses should lower their prices at once, not to £5, but to around £10. This is a more reasonable amount, and, for the companies, will increase the amount sold. If this was the case, I think less people would have to resort to piracv.

No Name Supplied.

AA: Yes, budget games are a good answer to piracy, but if people could just wait a while and stop pirating games, you'd find that the full-price tag would fall from twenty quid to maybe even ten.

This month's prize goes to Richard Green for his Kick Off 2 gripes. Drop me a line:

Steve Merrett, Letters Desk, Amiga Action, Interactive Publishing Europa House, Adlington Park Nr. Macclesfield, Cheshire SK10 4NP



## COWABUNGA!!

## THE HEROES IN A HALF SHELL™ ARE COMING!



Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.



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#### KRISALIS £19.95

# MAD PROFESSOR MARIATI

Mad Professor Mariati has got a problem. Having spent several years beavering away and assembling one of the technically-advanced laboratories the world is ever likely to see, a failed experiment has breathed life into previously inanimate objects and they are now wreaking havoc and threatening to escape. Donning the Prof's white coat and glasses, you must guide Moriati through the flick-screens that make up each of the five labs and close them down. However, this is easier said than done as closing them requires solving a number of object-related problems.

Mariati begins the game outside his labs, and can enter the first four at any time. Once he has entered a lab, it must then be completed and its door boarded up before he can enter another. Each lab is made up of

## STEVE

its Despite simple gameplay, I found Mad **Professor Mariati quite** enjoyable. Running around the screens solving puzzles wasn't especially taxing, but was good fun and an enjoyable way to pass time. The puzzles aren't so hard to be off-putting, and the enemy sprites add a little challenge to without game making it impossible. All in all, whilst offering nothing original to the genre, Mariati is a cute little romp, with the emphasis on fun - take a

a number of colourful rooms, within which the rogue objects and useful items are located. The Prof is controlled using the joystick or keys, and can move left and right, and jump and climb ladders. In addition, to protect him from the marauding joysticks, cabbages and RS232 cables, he is armed with a number of spanners which can be upgraded at a later stage by trading in any collected money at a weapon-supplying vending machine. Once the Prof has solved the puzzles and the first four laboratorieys have been rendered safe, he can move on to the final danger area - where the biggest challenge awaits.

#### **GRAPHICS**

Bright, cute and colourful, with some really good animation. The enemy sprites are varied, and the overall effect is pleasing.

74%

#### SOUND

Over sixty sampled effects, which tie in to make a very loud but enjoyable game. Overall, very impressive.

76%

#### DOUG

Although Steve didn't think Mad Professor Mariati wasn't too bad, I didn't quite like it as much. I thought the puzzles were just a fraction too easy and could be worked out very quickly. The various levels make the lasting appeal of the game that bit better, but it still seems to lack that 'grabbing' something. If you're after a game to pass the time, then Mariati is adequate, but it's not a game I would recommend otherwise.

(Below) Mariati begins his quest outside the lab building, and returns every time he successfully closes down a lab. Access to a room is achieved by standing in front of the door and jumping into it, but you can only enter the fifth lab when the first four are complete.





The Prof can hold several objects at once, and these are selected by holding down the firebutton and moving his inventory up and down. Then, providing he is holding the right object at the right time, any problems will be automatically solved.



(Right) Death comes in many forms. Plants bite your bum, you can get fatally clogged up in machinery, or you can get electrocuted - all of which drain your energy with humorous consequences.





Scattered throughout each level are coins, and these can be collected and exchanged for more powerful weapons, such as three-way-firing bullets and flame-throwers.

# GREMLIN £19.99

# BSS JANE SEYMOUR

The Orion arm - the destination of the BSS Jane Seymour. The biological vessel left over a decade ago, with an entire content of crew and the orders to penetrate the arm and bring back samples of any alien life forms. All was well until a light jump failed and the resulting location brought them out too close to a Wolf-Raert star, which doused the whole ship with enormous quantities of radiation. The crew were driven insane or died, and the ship was severely damaged

after the jump. The aliens that were taken as samples roamed the ship looking for prey, and that could be you...

The main screen layout is similar to that of Dungeon Master, as is the gameplay, with many different levels of taxing mazes and hostile life forms. As you search deep within Jane's bowels, there are many different objects to find and examine, such as trying to hack into the ship's computer. If successful, a whole host of information can be looked up

and therefore be used to make you quest easier. Deck plans can be brought up on screen, thus showing any areas that you or any robots under your control have visited. Although this doesn't help you if there are no computers in the surrounding vicinity, it allows you to take note of your position every so often.

When you have no other option apart from fighting, you must first select the weapon you wish to use and then place your cursor over the 3D play area, thus aiming your weapon. A sight appears which must be aimed over your target. Pressing the mouse button will fire the gun and if aimed precisely, a great hit can be scored. Reloading takes time, so you must make sure each hit counts.

A selection of robots can

### DOUG

The graphics are superb, and the sound is also of a high standard. There is a large variety of monsters to battle with, and the challenge is a tough one, offering high lasting appeal for most adventurers. Overall, a game should that please fans of the classic Dungeon Master.

be taken under your control as long as you can program them. This is simply done by locating the missing chips and then telling the droids their new orders, such as travels to room 42 and terminating any life-forms on the way.

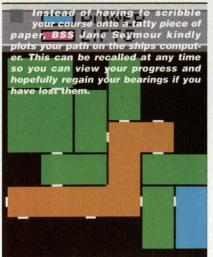
# OVERALL RATING

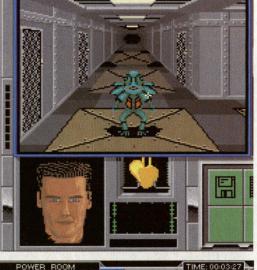
76%

The status panel at the bottom and side of the screen indicates your health, direction pointer and the message relay. Your portrait deteriorates into a skull every time a bar of energy is depleted, The arrows allow you to move and the results of examining objects appear on the black screen.



(Above) All of the objects you have collected throughout the quest are shown on the inventory screen. There are two sizes of objects that you can carry in both your pack and your belt, as well as holding items in your hands to use them. You also insert the robot chips from this screen.





(Above & right)
Programming robots can play a vital part in the game, because it means you can be in more than one place at once. A selection of chips



MISSING ENERGY FLUX DECOUPLER. REPLACE WITH NEW UNIT!

must be inserted into the nearby droid, thus changing it into either a deadly combat 'bot or a harmless janitor. Once its orders have been inserted (i.e. find room and hold), it will toddle off into the distance until it has been destroyed or its task has been completed.

#### **ALEX**

found Jane Seymour very similar to Pandora's Xenomorph, as both play very close to a futuristic Dungeon Master. Gremlin's effort has superior graphics and sound although I found Xenomorph much more user friendly, That is not to say that Jane's control system is not good - far from it in fact. A joy to play.

### SOUND

Very nice. It is obvious a lot of thought has gone into the in-game effects, creating a really good Alienesque atmosphere in the process. Brilliant stuff.

71%

## **GRAPHICS**

'Dungeon Master In Space', basically - but still very impressive. There is a good variety of aliens, and the decks are well detailed and claustrophobic.





## **PSYGNOSIS £34.95**

# SHADOW OF THE BEAST II

Fighting your way across the evil plains, you managed to reach the killer of your father, Zelek the Beast Mage. After a long and arduous battle you stood the victor, ending the dark reign of Zelek. Now his power had been overcome you returned to your normal humanoid state. But Zelek

did not take long to make his way back to ruler of evil. News soon reached you that your infant sister had been kidnapped and the dark Mage intended to make her one of his minions. Without the advantage of your beast powers you must go to Kara-Moon and once again defeat the Beast Mage

and rescue your sister.

In similar platform style to the first Beast you must explore the land of Kara-Moon armed with only a mace to protect yourself against the forces of the BeastMage. Chests can be found here and there, and each of these holds precious items that will help

you in your quest. The objects can be a selection of different things. The most popular items are the healing potions that restore about half of your hit points, but other more important objects can sometimes be inside and without these you won't be able to get to certain parts of the

## THE BEAST MAGE RETURNS...

With the Beast-Lord slain, many came to the edge in search of a better life. Their babes now lay safe snuggled in their cradles. Or so they thought...

The mage twisted into new flesh: black intentions returned. The infant below, a means to the necromancer's destiny. Oblivious to the danger on high.

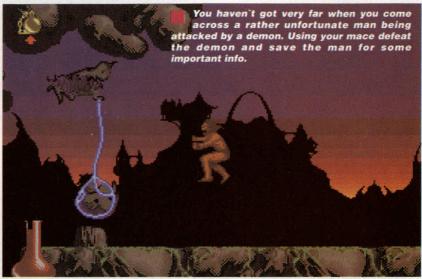
The new life broken, his sister-child stolen, he returns home to find he must venture against the dark forces he escaped before.















Beast II is just another example of brilliant graphics produced as always by Psygnosis. The intro sequence is the best I've ever seen.

game. Coins are also found in the chests and these can be collected and used to buy better weapons and food, but finding the place to use them is no easy thing.

Atmospheric and just plain brilliant. Both music and sound effects are of top quality and a joy to listen to - especially the stunning 'game over' quitar solo.

Talking to people that you meet along the way is also possible by using the keyboard to type in simple commands and questions, and quite a few bits of handy information can be found

What the first Beast had in graphics it lost in gameplay, but this sequel more than makes up for the first games playability problems. Psygnosis have wisely dropped the oh-so impressive thirteen layers of parallax and have concentrated on adding puzzles to the gameplay, and these puzzles follow a logical and intelligent pattern, making the game not only a joy to look at, but to play, too. Once again, I think its price is a little over the top even if you do get a T-shirt - but this is definitely worth checking out.

out this way. Objects can also be offered to these people in a hope that you might get something, or a door to another part of the game, but experimenting is the only way to find out what they do.

A large selection of different monsters dwell in the land of Kara-Moon, but most of these are relatively easy to dispose of a single hit usually kills them. There are quiet a few different guardians as well, and these are a bit harder to destroy. But with a little bit of strategy it's possible to kill them and there's nearly always some sort of reward for your effort. Shadow of the Beast II has a lot more puzzles in it compared to the first Beast, and you still get the free T-shirt in the box.

be told what to do next in the game. Switches and levers are also found in some spots. These usually turn off some trap or open The goblin forces were just too many for you, and

(Below) Getting half way along passageway you come across a man pushing a spiked block towards you. The way back is full of monsters and there's nowhere else to go. Oh no!



they throw you into a cell. Talking to the man in

the corner you find out that the guard quite likes ale;

but where can you get it from?

(Below) Energy is the key to the game, but keeping hold of it is quite hard. The many guardians don't help, and until you find out the right tactics things are pretty tough.

(Below) A strange man stands outside a desolute house staring straight through Does he hold any you. information, and how can you get it out of him?

(Right) The way to the

Each of the many chests that you find have gold in them, and with this you can buy better and more powerful weapons. That's if you survive long enough.

Goblin's fortress is a dangerous path, but if you make it half way you can collect a handy potion and restore some of those lost hit points.



(Above) The evil forces of the Beast Mage are just too much for you and you fall dead to the ground. But the guitar solo makes it all worth while.

The graphics are just as good as Beast and the sound is brilliant, but the gameplay is much, much better and from the starting position there are tons of different ways to go. The game is quite hard but you soon come to terms with it, and get that little bit further each time. The only problem I could find with the game was the loading sytem. Each time you die you have to wait about one minute before you can play again and this really breaks up the game. However, the game is mega and it's a must, even if it is a bit pricey.

OK. the original Beast's graphics were stunning and the sound was out of this world, but the lack of gameplay, i.e. none at all, made Beast a disapointment for me. However, Psygnosis have rectified this wrong by disposing of the odd ten levels of paralax in order to make room for the enhanced playability. The puzzle element was a nice idea and works well, and my only gripe is the loading time between each game.



(Left) Each time you kill a monster something is left for you to collect. The best items are those that improve your weapons, as you'll need all the protection you can get if you're to survive very long.

72%

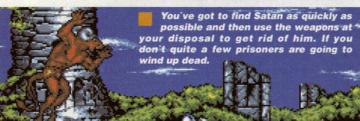
At last, you come face to face with the evil undead dragon. Using your weapons destroy his bone structure, and then destroy his heart to gain the sacred scroll.

(Right) With a few coins in your pocket you pop into the handy spell shop and pick up a few healing potions. You'll certainly need them in your fight against Satan.



(Below) A helpless prisoner stands chained to a stake awaiting his fate. You are his only hope and you must use all your skills to save him from the executioner.





## DINAMIC £19.95

# SATAR

#### DOUG

Satan is both good and bad. The first game, a blatant Black Tiger clone, isn't exactly the greatest game I've ever played, yet the second game is great. It doesn't have anything spectacular about it, but I really liked it and just had to keep on having one more go. Considering how good the second game is, as far as I'm concerned the first one is just a bonus, and if you've got the spare twenty quid it's certainly worth a try.

Although Satan looks very similar to Dinamic's last release, Astro Marine Corps, it is, in fact, very different, and much better. As the game loads you are given a choice between being a warrior or a magician, as you take part in two separate games.

The warrior game is a clone of Black Tiger, and looks and plays almost identically. Starting off with a simple knife you must make your way through the various levels defeating the horde of monsters that attack you, and gradually build up your weapons until you finally encounter the end of level guardian and fight him for a powerful and magical scroll.

Within the second part of the game you control the mage who must collect gold to buy

#### STEVE

Satan is an odd little game, the first section is a tedious Black Tiger ripoff, yet the second stage is far more enjoyable. Graphically, it is very similar to both AMC and After The War, with impressive and large sprites and a good variety of baddies and backdrops. In addition, the sound, whilst not brilliant, is more than adequate. However. despite the good impression made by the second game, I feel that Satan doesn't quite warrant its asking price.

weapons, that he can use to overcome Satan himself. Dotted around the landscape are a number of prisoners that you must protect. As the game goes on Satan will take the prisoners one at a time and execute them at the top of a tall tower. Only you can save them but it will be no easy task, for each time you kill, Satan will turn into two smaller

### **GRAPHICS**

In both the first and second game the graphics are pretty good. However, the colours are a little bland in the first game.

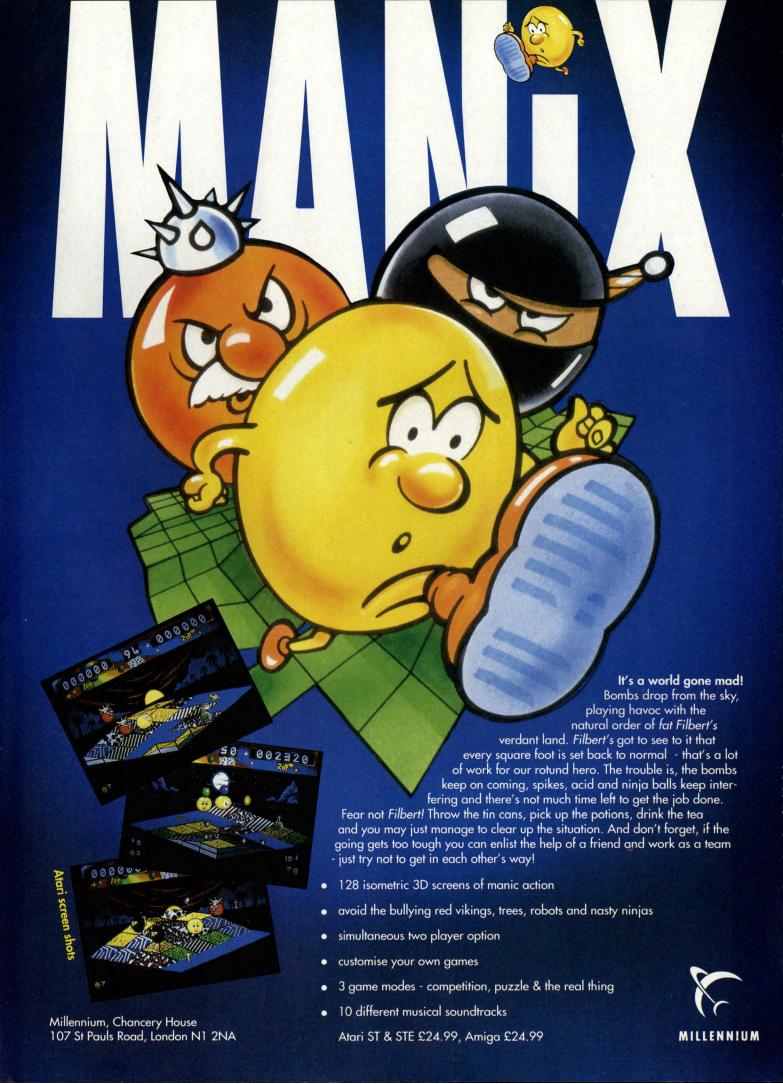
76%

## SOUND

Quite nice music that was better than average, and the in-game sound effects were not too bad, but the game could have done with a few more.

72%

devils that will continue to attack you. Once you have destroyed all of Satan's clones you must buy a teleport spell and teleport out of the area and on to the next level.



# THE GOLD OF THE AZTECS

If you thought Indiana Jones was a tough cookie then wait until you get a load of Bret Conrad. Bret is a real man. He laughs in the face of danger; dares death each and every day; and he doesn't even pay his Poll Tax (ooh, ooh, bit of politics!). Unfortunately he's a bit short of cash, but luckily Bret's got his special 400 year old spanish map, and with this he should be able to pin-point the position of an ancient Aztec temple and the mountains of gold that are just waiting to be claimed. The map warns of immense danger, and you heard that the last group of 300 adventurers were all killed in really nasty and messy ways but they weren't Bret Conrad. Travelling by your private jet (well, by hitching a lift) you bail out over Mexico and begin the adventure that will make you a millionaire.

Controlling Bret with the joystick you guide the fearless adventurer around the Aztec temple. The layout looks very similar to the first Psygnosis games (Barbarian and Obliterator) with icons displayed at the bottom of the screen depicting which item you are using. But in the first few minutes you realise that this is going to be no easy task.

#### ALEX

It's obvious that the guys behind this were once with Psygnosis, as the graphics are every bit as impressive as those in games such as **Obliterator** Barbarian. However, both of those games suffered from poor control systems, and although Aztecs doesn't use the icon system associated with the first two, control over Brett was still a little iffy. That said, the game proved to be an enjoyable - if a little difficult - one.

### **GRAPHICS**

Similar to those used in the early Psygnosis games but not as good. The main character looks as if he's got wooden legs.

72%

## SOUND

A good roaring sound as you fire bullets out of your .45 auto, plus quite a few other good effects. The music is very good as well.

**78%** 

Traps are all over the place and there is many a mad pigmy waiting to strike you down and turn your skull into a mantlepiece ornament. Armed with a gun you must make your way through five demon packed levels in search of the

#### DOUG

Gold of the Aztecs is a very average game that didn't appeal to me much. Its controls are very hard to contend with, and even once you've got to grips with them they are still very awkward. Another annoying factor is that, unless you make it through certain number of screens, when you die you go right back to the beginning. However, there is a save game option to relieve the frustation. Gold of the Aztecs didn't do anything for me, and it's not a game I would recommend.

parachute, you drop to the ground and make your way to the temple. But don't hang around too long or you'll be trampled to death by a huge elephant.



KAIING



You arrive at an altar just in time to see a victim's head being ripped off by an evil demon who then turns into a huge dog. Dash into the next room and lower a door to keep the monster at bay - well,

temporarily.





One of the many traps is activated, and a long streak of fire spurts out almost reducing you to a pile of dust. Good timing will be needed if you don't want to end up frazzled.

by Steve Bak

THE ULTIMATE CHALLENGE



Attention game freaks! So you think you rate as a good games player? Well think again! You're nowhere until you try **Yolanda**The fastest and most difficult platform game ever.

You take the part of **Yolanda**, offspring of the mighty *Hercules* himself, cursed by the death goddess *Hera* to be shunned by all mankind. Your only hope of lifting the curse is to re-enact the *twelve tasks of Hercules* - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed *trainer level*, then it's straight down to some of the fastest platform action you are ever likely to experience.

- Over fifty levels of unrelenting fast action.
- Unique trainer level for beginners.
- Random level selection you'll have to stay on your toes.
- Joy-stick twitching gameplay that'll keep you coming back for more.
- Game design by the legendary **Steve Bak.**
- Available from the end of July 1990 for the Atari ST and the Commodore Amiga. Price £19.99

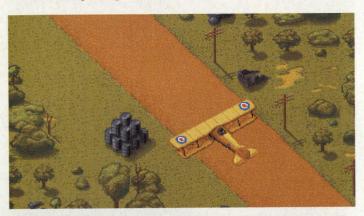
Light years ahead



Millennium, Chancery House 107 St Pauls Road, London N1 2NA Before you can take to the air, you must first create your pilot. You must divide forty points over the abilities of flying, shooting, mechanical knowledge and stamina - obviously the higher the better.



Before you can join the RAF out on enemy lines, you must first earn your wings by showing your ability to fly the S.E.5 to its full potential. This involves you participating in bombing and strafing runs, and even competing against a fellow RAF pilot in a race to destroy a target balloon.







Your S.E.5 soars high above the clouds as you attempt a vital bombing run. Far below is your target - a group of houses that is home to German infantry.



# CINEMAWARE £24.95

# WINGS

It was on the 17th December, 1903, when the first successful flight was made by an aircraft. Since the advent of flying made by the Wright brothers, man has been taking to the air like a duck to water, but the aeroplane's ability for air combat was recognised and so the first combat aircraft was invented.

Wings is the latest game from the Stateside software company, Cinemaware, creators of the classics such as It Came From The Desert. However, they are known for their Interactive movies that sport stunning sound and graphical effects. Although all of the visual and sonic effects have been kept up to their usual high standard, the game is a arcade/simulation of World War I dogfighting.

You are a trainee RAF pilot who is one of the first recruits to join in the war. The enemy you are battling against are a skilled bunch that weave in and out of the cloud-ridden sky with ease, blasting away at your S.E.5 with twin-mounted machine guns. When you begin you won't even know what the inside of a Sopwith Camel looks like, let alone pilot one, so you must earn your Wings before you can fight for glory. To earn your wings, you must simply successfully complete one of the mission you are given. These involve you either flying a strafing run, a bombing run or a air combat (A target balloon must be shot down).

Once you have managed to earn your wings, you can join the 56th Air Squadron. The 56th is a group of top British pilots, who are stationed near enemy lines, ready for attack on the Hun. You'll have to take on the necessary patrols to make sure

that you are ready for the apex of the German force. When in the air, you'll encounter the German Fokkers coming towards you. Depending on the current year, the difficulty of the mission will be determined - the later the date, the harder the objective.

Strafing attacks are viewed in similar style to Zaxxon - to the side and off to the rear. Targets such as trucks and tents litter the ground, presenting sitting ducks, whereas infantry and AA guns are constantly on the move, blowing holes in the wings and

#### SOUND

The sound is not up to the usual high standard of their other games such as It Came, and the annoying French accordionist is very annoying!

**78%** 

#### DOUG

I have always been a great fan a Cinemaware and Wings sounded like it was going to be just as good as usual. However, after playing the game I found that there was a severe lack of arcade sequences. The sound and graphics are up to the usual standard, but unfortunately the gameplay is just to lacking. Wings Is a good game, but not half as good as Cinemaware's other products.



### STEVE

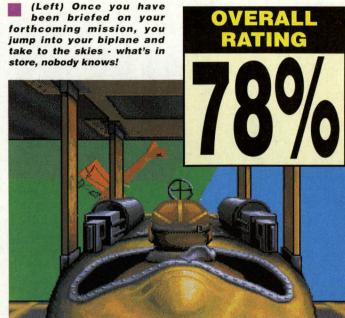
The World War I scenario really lends itself to the Cinemaware style of games, so it was with great disappointment that I found that there were only three arcade sections in Wings. It is still a very impressive looking game, it's just a pity that there wasn't more in it.

fuselage of your plane. The bombing run is viewed from above a la Flying Shark. Enemy planes streak down the screen opening up with their cannons, and your targets will slowly pass along the grass far below you.

(Right) The air combat missions in Wings put your and possibly another wing-man up against either solo or a group of German Fokkers. Using your front machine guns, you must blow these fiends from the sky before returning to base.



(Above) The remaining pilots left in your squadron are detailed on the group roster, along with various pieces of information such as missions undertaken and kills clocked-up.



(Below) Taking on a different view entirely, the strafing run requires you to fly low over the detailed landscape and at the same blast the ground targets into oblivion.



### **GRAPHICS**

In true Cinemaware style, the graphics are excellent. Everything has been beautifully drawn and nothing has been ignored.

81%

#### **ALEX**

If It Came From The Desert was anything to go by, Wings should be something special. However, I think their standards have dropped Wings and found graphically and sonically good, but too repetitive with only three arcade sequences, there wasn't enough variation between the different missions. Wings is a disappointment, and wasn't worth the full price tag.

You can come to a sticky end (literally!) if you take too many shots or collide with another aircraft or hot air balloon. If you ram another object, you'll be knocked unconscious and your planes will drop uncontrollably to the ground. However, it is possible to land your bullet-holed craft gently if your engine has been taken out.





#### **WIRED £19.95**

# VIKING CHILD

You play the part of Brian, a Viking child, in Wired's cutesy platform romp in similar vein to Super Wonderboy. As the Viking child, you must venture through thick forest and desolate plains in order to return the force of good to the land of Odin. You must rescue your family from the evil clutches of Loki and his horde of creatures. Loki had the idea to foil the prophecy predicted by the Gods, which told of a Viking Child called Brian.

After a brief walk in the pleasant countryside, you'll be attacked by Loki's henchmen. These range from tough Ogres wielding huge battle-axes, to leaping mushrooms that attempt to lay you flat. Each monster takes a few hits to be destroyed, but you will be rewarded with either money or other useful object as a result.

However, a shop must be visited in order to spend the hard-earned cash that you just received. These are entered by standing next to the entrance (a door of some sort) and pressing return. Once inside, you simply select the item you want to buy, be it special weapons like a fire sprite or even extra lives. A small gremlin will boot it down onto your status panel providing you have sufficient funds.

There is also a guardian lurking in the depths of each level, but it is not necessarily at

## **ALEX**

Memories of Super Wonderboy flashed back into my head when I first started to play Viking Child, but let me assure you, Viking Child is much, much better, and includes colourful graphics and brilliant sound, along with the most important factor great gameplay. Put simply, Viking Child is a joy to play, and is both addictive and fun. Platform addicts will freak over this one, and most other gamesplayers should enjoy it too.

the end. You must confront the nasty in order to progress to the next level, battling away until he drops the key that opens a previously concealed level-warp gate.

#### DOUG

Viking Child is a very strong clone of Super Wonderboy except for it's a amrked improvement. The graphics are good and varied, while music and in-game sound effects are really nice. The gameplay is great and you're hooked from the very moment you start playing. The game's difficulty level is about right with it not being too easy or hard. As clones go this is top class, and goes to show how good Super Wonderboy could have been. A must for platform game freaks.

#### GRAPHICS

Cartoon-like graphics that are well defined, colourful and perfect for a game of this type. The shops are particularly impressive, with a gremlin-like storekeeper.

**78%** 

### SOUND

A superb tune and sampled speech introduce you to the game, with either ingame good spot sound effects or pleasant pieces of boppy music.

77%

OVERALL RATING
79%

The land of Odin is a fantastic place, that has stretches of desolate plains, miles of thick forests and even strongholds with an army of men inside. You must negotiate these dangerous perils before reaching your goal - saving your Viking family.



Once you have collected and spent your money on the various power-ups, you may as well use them. Remember that they only have limited use though, and save them for the bigger nasties.

(Above) The monsters that are located around the land are far from hospitable, and they will do anything to cause you grief. This over-grown mushroom lobs smaller toadstools at you, and contact with them is fatal so beware!



(Above) You may think that this level has nowhere else to explore, but you may have forgotten one other area - the well. As you fall, second thought may come into your head as the bottom seems to be approaching, but you must keep at it.

(Below) After killing hordes of monsters, your energy bars may be a little low, so a visit to the shop is always handy. The shop-keeper is helpful, and providing you have the cash, you can buy anything you see!



(Above) The guardians in Viking Child tower high above little Brian, but armed with his trusty sword and any power-ups he may have acquired, he'll shine through and become victor over the forces of evil.



#### **ALEX**

Yeah, this is what we want! With Torvak, not only do you get a good variant of the age-old Rastan Saga coin-op, you get an improved version with better monsters and a more varied play area. The more I got into the game, the more I enjoyed it, and despite sounding rather repetitive, the hack'n'slay action never gets dull. There did seem to be a few problems with some unfair collision detection, but, overall, Torvak is well worth a

Following in the wake of such beefcakes as Conan the Barbarian and Ator the Invincible,

### **CORE DESIGN £24.95**

# TORVAK THE WARRIOR

comes Core Design's Torvak - the mightiest warrior of them all. With arms as thick as most mens' waists, and a chest broader than a Lancashire accent, our musclebound hero has been sent out on a life or death mission which involves battling his way through six horizontally-scrolling levels to eventually meet up with an evil necromancer whose foul magic has polluted the once lush

lands, and crippled and mutated the once proud race that lived there - a race from which you are the only unaffected survivor.

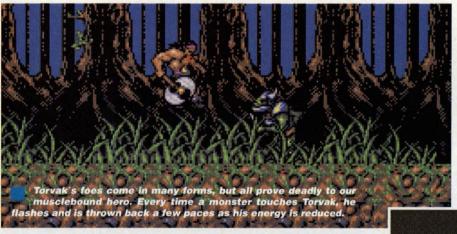
Anyone familiar with the ageing Rastan Saga coin-op will be instantly at home with Torvak's gameplay. Each of the six stages is split into five smaller levels, and Torvak must simply make his way from left to right, fending off the unwanted attentions of the

#### SOUND

A good ranger of crunts and monsters noises, but the in-game music suits the action perfectly and is brilliant.

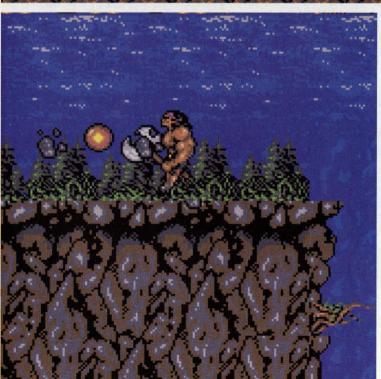
83%

multitude of creatures that will try to stop him. To do this, he is armed with four weapons - a mace, a mighty broadsword, a hammer, and a double-headed axe - and these are accessed via the 1-4 keys and swung into action through repeated pressing of the firebutton with the joystick positioned in the direction you wish to swing. However, should one of the creatures beat our





(Above & below) Torvak is armed with four weapons, each of which are accessed via the keyboard. The mighty weapons - an axe, a sword, a hammer, and a ball and chain - all have the same effect, but some prove easier for certain sequences than others.



(Above) Dotted throughout each level are a number of inconspicuous tree stumps and rocks. However, hidden within these are a number of udeful objects which, when they have had their protective shell smashed away, will increase your power or strength.



(Below) Before Torvak can enter the next stage, he must defeat an end-of-level demon. Ranging from a Gryphon to a snake-infested skull, each must be hit repeatedly before you may pass.



Excellent. The sprites are big, bold and colourful, with some fine attention detail, and the backdrops are every bit as impressive as the meanies that patrol them.

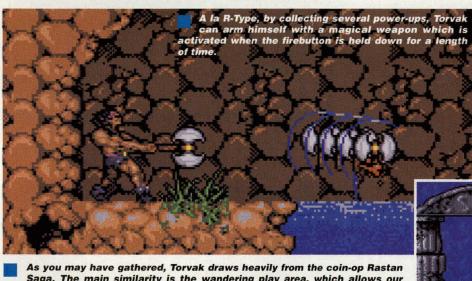
hero's defences and touch him, he will receive a nasty bite and will be thrown backwards, losing valuable energy from his health indicator in the process. To aid him, though, dotted throughout each level are a number of disguised goodies which must have their protective shells smashed away, and the enhancing icon inside collected. As well as the usual energyreplenishing drinks, Torvak can pick up a particularly useful potion which increases the power of each of his swings. In addition, a further icon then endows him with an R-Type-style weapon which is powered up by keeping the firebutton depressed guaranteed to kill anything in its way!

As with Rastan Saga, Torvak's adventures taken him both over and underground, with all manner of both natural and unnatural hazards waiting to attack. Each stage features its own graphical style, with mutant fish leaping from streams and stone ogres guarding bridges, and Torvak will muscle through some thirty stages of gooey swamps, deserted cities, and dense jungle before eventually meeting the necromancer in his lair. Similarly, away amidst the hidden sprawling levels, either behind a cave wall or beneath a waterfall,

Torvak is easily the best slash'em I have played for ages - since Barbarian II, in fact. Although not as graphically pretty as Palace's game, Torvak's graphical style is extremely effective, with both our hero and his oncoming enemies looking suitably mean and chunky. The controls are a doddle to pick up, and allow for some fast actions, making for an playable extremely variant on the classic theme.

are a number of secret rooms which will grant any unexpected visitor with a number of useful items to go on his way with.

One of my favourite `oldie` coin-ops is Rastan Saga, and Torvak The Warrior is a very impressive reworking of theme. the basic Graphically, the game is excellent, with meaty sprites and numerous enemy demons, and the backdrops are every bit as impressive as the sprites. The most impressive thing about Torvak, though, is the gameplay. Despite being slightly repetitive, the variety of monsters and the hack'n'slay action prove extremely addictive and create one of the best games in the genre. Well worth a look.

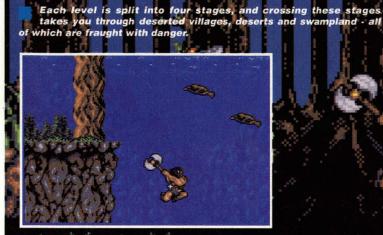




Saga. The main similarity is the wandering play area, which allows our hero to take one of several routes to the end of the stage - by jumping down a well, for instance.



(Above) The number of hits required to kill a monster increases as the game progresses. For instance, while a humble lizard man will only take three swipes to kill initially, on later levels he will have to be hit up to seven times.



New threats in the air, such as the Russian helicopter, the Hind, have been included, and due to their rotors, they're much more manoeuvrable than yourself but cannot match your firepower.

DO GAL



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(Above) You can now arm your F-16 Falcon with the all-new AMRAAM 120A air-to-air missile, as well as the all-aspect version of the Sidewinder and the AGM 88A HARM anti-radiation missile.



(Above) The second mission disk requires you to complete a whole succession of objective is in order to succeed a single mission. This could involve attacking a SAM site one minute and a helicopter convoy the next.

## SPECTRUM HOLOBYTE/MIRRORSOFT £19.95

# FALCON MISSION DISKI

When the highly popular Falcon was released two years ago, it was said that it was the flight sim of the year, if not the decade. However, the release of the first mission disk achieved the impossible - it improved the original by including a set of new missions, an improved piloting system and a different aircarft to fly against. But now the release of the second set of objectives is

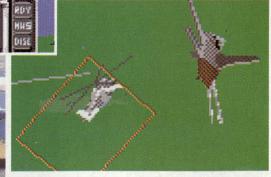
set to be even better than the first and the original put together!

Another twelve tasks have been included, some involving a tank platoon and even a convoy of combat helicopters. These are all set on a new patch of land that has been scattered with small out-posts, encampments, oil refineries and the usual selection of mountains, rivers and railway lines. Weaponry is

#### ALEX

If you think that the first Falcon mission disk was an improvement over the original, you'll think the second is even better. It has all of the feature of the first, with a few added extras. My one and only gripe is the price tag of twenty quid - I thought that the first was overpriced and the same goes for the second. However, if you can afford the price, the Falcon Mission Disk II is a worthy addition to your collection.

# OVERALL RATING 78%



The graphics are much the same as the original and the first mission disk, and all of the views, such as the exterior angles, have been left in.



#### DOUG

Falcon has a reputation THE for the being sixteen-bit flight simulator, so when I saw the first mission disk, I was stunned even more it improved the game no end. The second of the two disks once again betters a game that I find hard to improve. Although the extras are not as many as the first. it is the addition of the new enemy aircraft and tougher, related missions that once again make it a joy to play.

another feature that has been extended, and the AMRAAM 120A, AGM 88A HARM and AIM 9M Sidewinder can be taken from the inventory and added to your array of missiles and bombs. Other additional equipment includes an Advanced Self Protection Jammer (ASPJ) and the improved APG 68 Radar.

Extra craft that you'll have to come up against are the MiG 27 and the Mil Mi 24 Hind. The latter is a helicopter whose main role is to destroy your tanks and installations, whereas the MiG is

# **GRAPHICS**

Much the same as in the original Falcon mission disk, except for the addition of the new Mil Mi 24 and new building and other ground detail.

83%

#### SOUND

Exactly the same as its predecessor - apart from the roar of the afterburners and rattle of the cannon, not a lot more.

70%

yet another threat to you in the air. The 'rotate' option has been further improved by allowing you to turn the angle in both ways, making target allocation much quicker.

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In the prehistoric age, you can gain speedy transport by using you head. Shooting the eggs will prompt the mother Pteradactyl to swoop down and carry you into the distance. Handy for crossing rivers without bridges, eh?





The crystal that you need to replace is buried deep within a large rock. You must make your way through the different time zones, waiting patiently for the rock to corrode therefore releasing the precious object.

#### DOUG

I really got into this, the graphics are excellent and the puzzles are great, creating one of the best arcade/adventures I have ever seen. The puzzles, whilst following a logical pattern, also require a little sideways thinking, and it is also a boon that you can go back and rectify any mistakes you have made. In addition, each time-zone houses a number of fiendish problems that will ensure that you'll still be playing it for months to come. Brilliant.

You play the part of Professor Potts in a 4-D adventure in which

# **VIVID IMAGE/ACTIVISION £24.99**

you will have to journey through time and space in order to travel back to your home time-zone. Your one and only obsession is this desire to travel through the fifth dimension, and you'll try almost everything to make your ambition successful.

Anyway, Poots is a strange Professor, who incidentally looks rather like Emmet Brown from the Back To The Future series, with his white lab coat, goggles, and bright orange hair that leaps out from all angles! The story begins outside Potts' laboratory where he is currently working on his prototype time machine. Unfortunately, it seems that the Professor has been targetted for a terrorist attack, and little does he know but soon his whole life will change. The terrorists open up on the unsuspecting scientist and in

the ensuing fight, a hand grenade explodes next to the machine he is working on. This destroys the vital accelerator crystal, throwing Potts into a time warp...

When he awakes, he is to be greeted by prehistoric Earth.

Obviously, you play the part of the Professor, and by using your knowledge you must create the future as you pass through the different eras. For instance, time zone two is the ice age, and the problem there is that it is too cold for the animals to develop and consequently evolve. Therefore, you must globally warm the Earth by opening large craters in the ground, thus allowing volcanic heat to rise from the centre of the Earth. Also you can help prehistoric man with the creation of technology such as a round wheel instead of a square one!

As the different zones progress, you'll need to keep an

The first task that must be performed is to make sure that the creation of man progresses further than the first time zone. The cave holds the key, and as long as you collect a few small mammals they will be transported to the ice age. However, they are not used to the extreme cold and they start to freeze to death. Have no fear, because you can collect some small twigs and light them to make a fire for the freezing monkeys! If that fails, simply go back to where the monkey's live and take a few more to the cave!







eye on levels already complete. This is achieved by using the reusable time-travel pods you carry around with you. You only have four at your disposal, but by pressing the first four function keys, you can travel from one to another immediately. You also have the ability to shoot a stream of electricity from your fingertips. This can be used to blast away at rock or even stun the abominable snowmen that will eventually evolve into cavemen! However, this has limited use and after prolonged use, you must wait for the weapon to recharge. There are five levels or time zones in total, and each one is divided into five parts again. Each screen usually holds something of interest, be it small creatures, such as monkeys (our ancestors!) or an apple which grows into a large tree in a later time zone! The overall objective of Time Machine is to stop the attack

I didn't like Hammerfist. but Time Machine is Vivid Image's finest hour. Graphically, it is superb, and the puzzles, whilst not being too easy, tax the brain and require a little lateral thinking. The game plays at a sedate rate, but fast enough to stop it getting boring, and I found myself getting more and more engrossed. brilliant game, and one that shows Back To The Future II how to deal with the time travelling theme.

happening, and therefore save your time machine as well as your life

again humanity need a little nudge the right direction because they are trying to build a square wheel. Instead of creating completely new wheel, you can certain piece of rock that happens to be



lying around. They don't like you butting in though, and they'll need some convincing.





The Prehistoric age is too hot. and the ice age is apparently too cold. This is because the Earth's heat is comina from underground, and a series of craters allow the heat to escape. The answer to the problem is simple - block the holes to make it cooler for prehistoric times, and open them up again to produce heat when in the ice age.





The backdrops for Time Machine are colourful and detailed. The Professor is well drawn but the animation is not that hot. However, appealing to the

Nothing that really makes the game stand apart from any other of its kind, but the sound effects and various tunes do increase the game's overall appeal.

As long as you think logically, Time Machine should prove no problem for you as the puzzles are fairly straightforward. The graphics and sound are nothing stunning but easily adequate If found the movement of the Doc a little tricky, but it can be mastered with practice. I think that it will drastically lose it's appeal once completed, and that is only a matter of time.

#### OCEAN £19.95

# PLOTEING

Ocean have thought to themselves and now they have cashed in on the idea that simple games prove to be by far the most enjoyable and addictive. Plotting is a game of matching identical blocks with each other, thus eliminating them from the square. Once the limit has been reached, you progress

on to the next level.

You control a small blob-like creature who can either move up or down via the joystick. Depending on the type of game you're playing (i.e. One or two players), you'll be positioned on the right or left-hand side of the screen. Each block has a different pattern on it, and once

you have one in rhands, you must attempt to match it with one in the centre of the screen. This is done by throwing from the side so it either direct collides with the other matching block, or deflects off of a wall and hits its twin. This will make the two disappear, and the block on the other side will leap out and form the next square to match up.

It is also possible to eliminate more than one brick at a time. If a row of three of the same blocks were shot at, all would disappear instead of the usual two. Special tubes of pipes help re-direct your blocks towards the centre, and there is even an Almighty square which will count as any other brick. Time is of the essence, and if you don't make the decisions

## STEVE

I'm not sure what to make of Plotting. It's a playable little game which proves to be quite addictive, but somehow I don't get the feeling that I'll be playing it much in the future. The simplistic gameplay is extremely easy to pick up, and some of the later levels are extremely infuriating but, overall, I came away relatively ¿unimpressed. Not bad, but I doubt its lasting appeal.

quickly, you may find the walls come crumbling down around you!

### **GRAPHICS**

Plotting's colourful but simplistic sprites provide the perfect setting for an addictive little game. Each block is well-defined, making life that bit easier.

64%

#### SOUND

The tune that plays along during the game is a bright and cheery little number, and adds the games cutesy-type appeal.

70%

#### **ALEX**

Plotting is a simple little game that is fun to play and will keep you addicted for hours on end. Moving your cutesy 'blob' around trying to match blocks may not sound all that enthralling, but you may be pleasantly surprised. The option to build your own game areas adds to the game's long-term appeal, and the two-player challenge gives extra enjoyment for more than one player. A good game that is sure to please, but I doubt whether you'll be playing it in a month's time.

Thankfully, Plotting has been equipped with a brief instruction screen informing you how the game works. It also highlights the details on objects such as the obstruction pipe and the almighty block.



(Right & below) Most of Plotting revolves around an arcade with sequence, eliminating blocks being the aim of the game. As long you match the colour and pattern of each brick correctly, you should be okay. Simply tap the fire button to send your block flying off towards the other bricks. If they match, they'll disappear, leaving fewer squares to destroy.





Finally, there is an option that allows you to play against a friend. Everytime you make a block disappear it'll appear on their side.

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## **SOFT BUSINESS/WHIZ KIDZ £19.95**

# ZIRA

Not a month goes by without the AA offices receiving a new shoot'em-up. Whether they star canine pilots against waves of pigs (see Bomber Bob!) or once again pit you against the might of some alien empire, one thing is guaranteed - they will always be popular. Ziriax is another new shoot'em-up, written and released by the Whiz Kidz, a group of Belgium-based coders and distributed by the Software Business Ltd. Looking similar to past blasters such as Armalyte and IO on the 64, Ziriax is a fourstage shoot em-up with you battling against countless waves of bullet-spewing nasties in an attempt to destroy each of their four motherships. These massive beasts await your attention at the end of each stage, but before you can get to them you must battle it out with their minions.

STEVE

The game is a horizontal

scroller, and you are given five

lives and two credits with which

you must complete the game.

The enemy sprites appear from

both sides of the screen, and to

back them up there are a number of ground-based

installations that will also fire at

vou. To combat these, you are

armed with a front-mounted

laser, which can be upgraded

every time a wave of aliens is

destroyed. Once a wave is

annihilated, a small yellow token

is released, and the more of

these you collect, the better the

weapon you can upgrade to.

However, should a bullet slip

through your defences, you will

be destroyed and any extra

weaponry lost.

If there's one thing Amiga owners are never short of, it's shoot'emups. Because of this, it is easy to get blase about them, but Ziriax - despite offering nothing new - is a worthwhile addition to the genre. Looking superficially like **Armalyte and countless** others you can mention, the game features some of the meanest attack waves you are ever likely see. The weapons work well, and whilst the game is hard, isn't impossible. making it well worth a gander.

# **ALEX**

There is no doubt about it, Ziriax is a classy shoot 'em-up, and a tough one, too. It will take even the most ardent blast 'em freak more than a few goes to complete this one! The graphics are superb, containing smoothlyanimated sprites moving quickly around the detailed backdrops, and the sound is also of such a high quality. Although not quite in the class of the excellent Blood Money, one of the best shoot 'em-ups of late.

## GRAPHICS

A nice mix between organic and bas-relief backdrops, which are complemented by some really nice alien attack waves. Overall, very good.

71%

#### SOUND

A punchy intro tune introduces the blastin' action, and the sound effects during the game are suitably meaty. Nothing new, but impressive anyway.

70%

Power-ups are gained in Ziriax by shooting the oncoming waves of aliens, be they large space mushrooms(!?!) or small attack craft. After dealing out large amounts of photon death, the waves will eventually explode a leave behind a small yellow circle which buzzes around the screen. Once collected, an extra weapon can be bolted on. Obviously, the more you collect, the better the weapon you will receive.

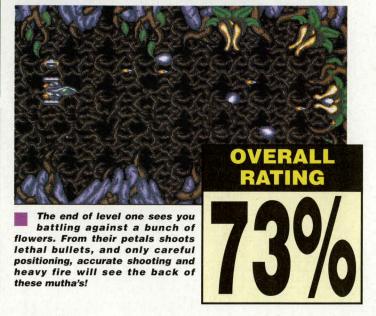


This large ship is sadly on the enemies side, and it doesn't seem too happy. As you approach, large tentacles sprout from the main body, launching small projectiles at your craft.





scenery is also scattered with hostile defences that will do almost anything to destroy you, even suicide. Large Ion cannons blow the rock apart, causing shrapnel to come tumbling down, and mortars lob deadly shells in your direction.





### U.S. GOLD £19.95

# OPERATION HARRIER

The McDonnell-Douglas Harrier was the key to Britain's success in the Falklands conflict, due to the sheer manouevrabilty, speed and pay-load over the Argentian aircraft. Using the Rotoscape concept, Creative Materials and U.S. Gold have gone one step further than Rotox in this overhead shoot 'em-up.

Set in the near future,

Operation Harrier includes a number of missions which are all situated in and around the Middle East. A nuclear arms treaty was signed a few years back and now the super powers have decided to pay more attention to the growth of the Third World countries instead of global warfare. It seems that the sneaky Arabs have decided to develop a

nuclear warnead behind our backs, and it is your objective to penetrate their defences and retrieve the deadly weapon.

Using the same concept as Rotox (Rotoscape), Operation Harrier is a simple game requiring you to locate your primary target and then using the weapons at your disposal, destroy it before returning to the carrier. First things first, and you must arm your bird before taking off. Make the correct choice between a selection of free-fall bombs, air-to-ground rocket pods and lastly air-to-air missiles.

The General will then brief you on the forth-coming mission, and then you jump into the cockpit and start the sortie. Using the joystick, you can pilot your aircraft over the

### **ALEX**

I think that the socalled revolutionary Rotoscape worked better on U.S. Gold's previous Rotox than on Operation Harrier, it didn't give me the manoeuvrabilty that you would expect from a jet such as the Harrier. Also I found it was too repetitive to be enjoyable. Overall, certainly different from other shoot 'em-ups but one I doubt I will be returning to.

hills and the hostile islands, but take care and avoid incoming shells!

### STEVE

Although Rotoscape is indeed a novel and unique system, it can't save Operation Harrier from being a dull game. As shoot'em-ups go, it is very disappointing, and, despite a number of missions, there wasn't enough variation to keep me interested. A pity really, as it takes the Rotoscape system one logical step further with the addition of depth, but sadly it isn't enough.





(Above) You must equip your plane with the necessary hardware. For instance, grounds targets will need hefty 1000lb bombs and enemy aircraft can only be brought down with cannon fire and Sidewinders.



(Above) The islands are scattered with all manner of stationary objects, such as missile silos and airfields. Most of these are fairly harmless, apart from a large reactor. It is perfectly safe unless you open fire on it. Your shells will crack the super-structure and cause a nuclear explosion.

(Left) Enemy aircraft swarm around in the skies like insects, launching missiles and opening up on you with deadly cannon fire. Each hit sets part of your jet on fire, and up to a maximum of four hits can be sustained.



(Left) Flying low over the sparkling blue sea, a large cruiser, your target, lies far on the horizon. However, your speed carries you there quickly and soon flak will be erupting next to your small craft.

#### SOUND

A few more varied explosions would have been appreciated. But, on the whole, the sound is decidedly average.

69%

### GRAPHICS

There is the same Rotoscape concept as Rotox, but it doesn't work as well. The sprites and back-drops are rather simplistic.

66%

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(Right) Stealth's location screen details the area in which the mission will take place, be it the North Cape, Libya, the Persian Central Gulf or Europe.



(Left) A more detailed view can be found by viewing intelligence brief. It is possible to call up information on the enemy SAM site as well as their radar arcs and strongholds.



The Stealth fighter is one of America's biggest secrets, and probably one of their major projects of the decade, costing billions of dollars, Microprose's new sim lets pilot the F-19 or, alternatively, the F-117A. Boasting over 4000 different missions, F-19 is divided up into four different scenarios: Libya; the Persian Gulf; the North Cape; and Central Europe. Again the separate areas are divided up into three scales of conflict. These are: Cold War; Limited War; and Conventional

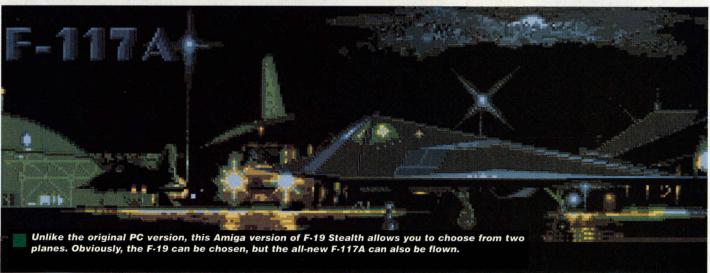
Cold War requires you to pilot the Stealth using its capabilities, i.e. to fly undetected, to the full. However, if you are picked up on radar, the offending object must be

brilliant job of converting F-19 from the PC has been made by Microprose U.K., and although flight sims may not be your cup of tea, F-19 should appeal to beginners and veterans alike. It will take even the most avid of pilots months, maybe even years to complete every objective. A classic not to be missed by anyone.

The objectives are usually single targets that need to be destroyed before returning to base. Limited war still needs you to be stealthy, but you usually find that any enemy military target is fair game. However, the destruction of civilian property must be avoided at all costs. Lastly, Conventional War is a case of blast 'em to bits! Anything and everything must be done to deal a critical blow to the enemy. Don't bother using the Stealth's invisible capabilities, go for it!

All in all, there are two different types of mission to

know it may seem difficult, but I think F-19 exceeds the even classic Midwinter when it comes to graphical excellence and overall enjoyment. With every detail carefully catered for, F-19 is currently the flight sim to buy and must not be missed. It may seem a little complicated to begin with, but once you get to grips with it, you'll find it difficult to put down. F-19 put simply is THE best!



the

choose from: Air-to-air mission, requiring you to eliminate a primary target, usually an aircraft, before destroying a ground base as the second half of the mission. A strike mission on the other hand, is solely based around the destruction of ground targets. Training in both of these areas is extensive and helpful, and as they say, practice makes perfect!

Each simulation can be changed in difficulty by selecting the skill of your opponents. Foes that are rated as 'Green' are easy meat as they have neither skill or equipment to take you out. Next up the scale is the Regular Adversary - not bad when it comes to piloting, but the aircraft they use is both outdated and in need of repair. Beware of the veterans. Experience in combat makes them deadly in the air, and with a wide selection of weaponry available, they are going to be no push-over. Now we come to the very best. The Elite are skilled in all dog-fighting manoeuvres, and every item of top military hardware is at their disposal.

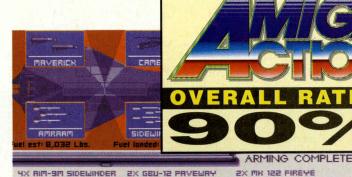
Each mission is briefed in full, with detailed maps of the surrounding area, indicating SAM sites and enemy installations. The weaponry you take on your mission is decided

Not in the same league as the graphics, but hum of the afterburner and screech of the warning siren all add atmosphere.

by your good self, and obviously, the correct hardware must be taken. Stealth must fly low and fast with all external objects, i.e landing gear and bomb bay doors, retracted. the enemy have a certain electromagnetic visibility rating (EMV) and if your rating exceeds theirs, you're detected. The EMV of your craft everytime you bank, climb or dive, and flying at high altitudes doesn't help either. When flying at night, you can navigate by the stars and even a bolt of lightning will sometimes light up the midnight

Stealth Fighter puts Falcon to shame, not only in terms of graphics but also playability. It shows that the game has endured extensive play-testing as there is hardly a bug or glitch in sight. With over 4,000 missions to complete, the game could hardly be called repetitive, and I will no doubt be returning to this classic for many a month to come.

Some of the fastest and detailed vector graphics seen in a flight sim on the Amiga, making the overall effect literally stunning!



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(Above) Before you take-off, you must arm you aircraft with the equipment you think is necessary. Sidewinders can be selected, as can free-fall bombs, Mavericks and even a 135mm Infra-red camera for recon missions.

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(Left) Leaving your cup of coffee hot on the table and picking up your standard-issue aviator glasses, you head out to the concrete runway and your brand-spanking new aircraft.

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(Right) Migs are swarming in the sky as you fly low over the sea. However, you are detected which means the Migs must die. Pulling back on the yoke, you streak past in enemy in a head-to head pass!

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(Above) After taking off from the U.S.S. America, you circle the aircraft carrier before setting off for the tough mission ahead. However, remember the position of this baby because you'll need to land on her when you've finished.

TERCKERN RERE CIUILIAN DE FRIENDLY

(Above) Your primary target for the ground strike mission you select is an enemy airbase. Taking down the coordinates, you make your way to the objective where a 747, a sitting duck, is just taking off - Ha!

RANCE I. 6 KM

BRC 190

(Below) The ground is littered with hostile objects such as deadly SAM sites. These radarguided missiles home in on your craft and only by the use of chaff and expert maneoeuver can you rid vourself of these pests





(Above) As with most flight sims these days, it is possible to view the Stealth from almost any angle, allowing you to gain different aspects, even from a launched missile, of the current situation.



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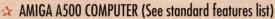
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(Below) As Mr. Do! runs he leaves a thin white line in his wake. As in Qix, this can be used to create boxes, and any fruit within the box, will then be changed to one of higher value.



(Below) Access to the next level is achieved in one of two ways. First, you can collect all the fruit or, secondly and easier, you can kill all of the marauding nasties.

# 65%

(Above) Generally, the baddies are dumb insects that follow your trail. However, if left for too long, they mutate into dinosaurs, and the bird-like ones turn into deadly fireballs that shoot towards you.



(Left) At the top of the screen, the word EXTRA is spelt out. These must be filled by collecting the various letter icons that appear. Once all five have been collected - and their guardian creatures destroyed - you are granted a special bonus.



(Above) To make your task easier, you can activate traps to kill your pursuers. As you they chase you, special logs can be rolled which will then flatten anything hostile behind you.

### ELECTROCOIN £19.95

# MR. DO RUN RUN

Back in 1984 when Pacman was enjoying more than his fair share of attention, there were several contenders to his throne - not to mention the money he was bring in. One of these would-be stars was Mr. Do!, a cutesy clown in a little red bobble hat whose goal in life was to eat food and destroy the pursuing nasties - sound familiar? Actually, Mr. Do!

was one of the better coin-ops of the time, and although it was a derivative of Pacman, it was still very playable. And now the game has been brought right up to date by Electrocoin.

Controlling Mr. Do! himself, you must guide him through multitude of bonus-filled screens that make up the game. Our cute little hero's only goal in life is to

#### **ALEX**

Playing Mr. Do! brings back memories. The Amiga version of Mr. Do Run Run still sports the same graphics as they used to be, although they are slightly improved and little added extras have been included. It is a simple game that will provide many hours or addictive fun, but you may find the asking price, twenty quid, a little high. However, fans of the original will love it. as did I.

clear each screen of fruit or monsters and make his way to the next. To do this, he is armed with a magical crystal ball, and this is used to throw at any chasing meanies whilst he concentrates on collecting the fruit that covers the ground. In addition, a thrown ball will continue to bounce off any of the surrounding walls, and the more times a ball bounces before it hits a monster, the more points you will receive. Also, in a novel twist to the game, Fruit is

#### GRAPHICS

Simple stuff, but true to the ancient coin-op. Despite their simplicity, though, they work well, making this an exceptionally close copy of its arcade parent.

62%

### SOUND

The usual cutesy ditties (which will have you reaching for the volume control) and burps, but, as with the graphics, they serve their purpose adequately.

59%

collected automatically when Do runs, but behind him he also leaves a Qix-style white line which, if joined up to make a square, changes the fruit within the lines to one of a higher value.

#### STEVE

Wow, this really takes me back! Mr. Do! was doing the rounds when I first got into computers, and playing this was a real stroll down memory lane. What's more, it wasn't an unpleasant one, either. The game is basically the same as it ever was, and exceedingly addictive. Special additions have been made in the form of log traps and varied nasties - all of which add up to a real fun game. I don't really think that it is worth its asking price, but all the same, Mr. Do Run Run is a fun little game.

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cried beam and face the fine-headed hydra. With includes the famous Magnetic Scrolls parser and optional stunning EGA graphics and is included in the price of membership.

Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that seems." it's that good!"

Myth Ratings: Crash 91%, CU 90%, Amiga Format 87%, TGM 85%

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Overall, Drakkhen is an excellent RPG, one that will take quite some time to beat" and Zero said: "Absolutely brilliant".

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You set out on your assignment with your briefcase, containing only the bare essentials necessary. These include an American passport, a calculator (with a difference), a pen, and of course, a change of clothes. When you reach the Airport at Santa Paragua, it is best to check your briefcase thoroughly, in case there is something you may have missed. In fact, the whole of your mission will be spent double-checking everything you come across, as every little article or piece of information is vital.

Your hunt for the missing

#### STEVE

So much care has gone into its presentation and gameplay, and it really Doors shows. opened automatically, and the game's parser is so easy to get to grips with. In addition, the 007-style scenario is brilliant, with all the baddies and doublecrossing you get in the films, along with a few arcade sequences thrown in for good measure. A brilliant game, and Delphine's best yet.

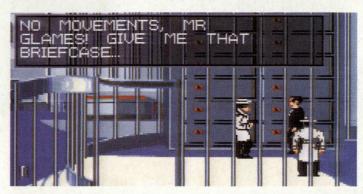
plane will take you to the darkest corners of this hostile country, so it is always wise to be as inconspicuous as possible, and whatever you do, don't make enemies, as the people you are dealing with are totally ruthless. If you do happen to cross swords with any such undesirables. remember, you're on your own. The last thing that was said to you as you left was 'if in any event you fail your mission, your identity will not be recognised by the American government'. Remember it well.

As you progress, things will start to become a little clearer. Not only are you dealing with the theft of America's secret weapon, but you'll also find yourself wrapped up in a web of You have rather unknowingly, become involved in a plot to overthrow the Santa Paragua government. Everyone wants something out of this tangle of events and, not suprisingly, you discover that the Russians are involved. So. in between battling against Russian spies and bogus government officials, you will encounter many dangerous situations, all of which may prove fatal if handled badly.

Glames must solve many puzzles as he starts to unravel the story - breaking into safes and blowing things up, for instance, but there are also less obvious things that must be done in order to complete your mission, buying a carnation from the florist, or changing money at the bank perhaps seemingly trivial things that are actually of vital importance. As you get further, things tend to hot up a bit - situations become stickier and things generally get tougher all round, making your job far from easy. But don't lose your cool, as a bit of logic and quick thinking always gets you back on the right track. And, who knows, maybe you will eventually make sense out of it all, and return home a hero.



Once you have landed at the airport, and have figured out how to get past the first customs official, you must find the baggage sent for you. Getting this past customs isn't easy, though.

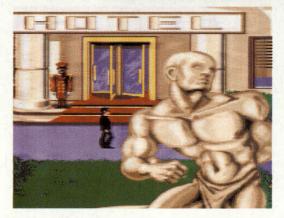


(Below & above) Being a secret agent isn't all glitz and glamour, especially when you have so many enemies, and Mister Glames' luck isn't any different. But you do get to make a splash with the girls, even if the surroundings aren't quite as expected.

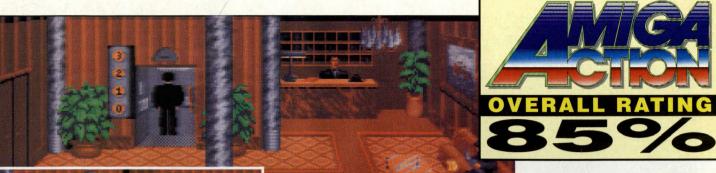


(Right)
Nobody is
safe, as murder
seems high on
the agenda. So
watch out,
because you
don't want to
land up pushing
up the daisies,
like your former
assosiate.





(Left)
Well, it
does look
enticing, and
it proves that
you do get to
cover some
exotic
locations, but
it's all in a
days work,
and after all,
everything is
there for a
reason.





You don't actually get to stay in this plush upper - class accomodation (which is also the only one for miles), but, if you're clever, you can roam about for hours, totally unnoticed, except for the odd domestic.

With persistance and a little hard work, you can succeed. Although, the better you get, the harder the puzzles are to crack. Places may seem normal and bare of information but examime all, and you may discover the strangest of things in the strangest of places.

## **ALEX**

Operation Stealth's control system helps to create one of the best adventures I have played in a long time. Actually, playing Stealth wasn't like playing an adventure, the easy to use system and depth of play made it utterly engrossing, and, as such, one of my all-time favourites.

## MICHELLE

I can honestly say that this is the best adventure I have ever played. It's very varied, totally addictive, and definitely value for money. If you are the easily irritable type you'll be chewing the carpet to shreds. Other than that, I only have one little gripe - that's the speech. It's not very easy to understand.

### **GRAPHICS**

Good definition means even the smallest of items are easy to spot, which is essential in an adventure such as this. A well presented game.

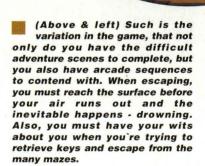
81%

#### SOUND

This is very well done, the FX sounding very realistic. It has digitised speech which is definitely an added extra.

79%

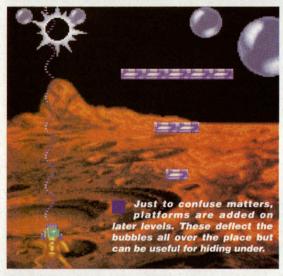




(Below) To make bubble bursting easier, you can pick up a number of different weapons. Bullets prove to be fast and allow you to pick off the bubbles rapidly, but the rope-like ceiling grips stay onscreen for ages, popping the first bubble to touch them.



(Above) Your location on the stellar map is updated whenever you have completed your ship, and acts as a small breather between stages.





(Above) Once a stage is bubble-free, you gain a part of your ship. Once all the pieces are recovered, it's off to the next stage.

#### **SOFT BUS £19.95**

# OOPS - UP

In a dark and cold galaxy, far, far away, stands a lone man. He is stranded on one of the many planets in this infinite and hostile cosmos. He has crashed his space craft, and must try his utmost to rebuild it, in order to carry on with travels across the universe - before he becomes yet another non-entity out there amidst the stars. But alas, the ship is not his only problem, he has yet to overcome all obstacles placed against him.

He must defeat each task set against him before he can gather pieces of his craft to put together.

The stranger is armed only with one weapon, but fortunately for him, the great unknown is not totally ruthless and ungiving. He is given the chance to obtain extra weapons throughout his perilous journey, having to use his powers of agility and quick-thinking first, to earn the use of this armoury. In addition, he is

#### STEVE

Oops-Up's playability rests with its simplicity. The simple job of bubble bursting is easy to perform, but as they get smaller, the game gets rapidly harder and very hectic. Likewise, the addition of platforms on later levels makes your task even harder, but I guarantee it's a task you'll want to continue. Despite its repetitive nature, I don't think you'll get bored with Oops-Up, so give it a shot.

## MICHELLE

At first I found this game very annoying, as it is very fast-moving and exceedingly fiddely. But as I continued, I become more and more addicted, and eventually, didn't want to stop playing at all. I think Oops-Up requires a lot of patience, and you also have to have fairly good reflexes, or else you'll get nowhere fast. The only bad point I could find, was that the sprite detection wasn't always brilliant, but other than that, I can't find fault.

given an occasional chance by the masters of dark, to create such feats as suspending time.

Being such an unfriendly place, your strange alien enemies are not so understanding, being quick and devious, when you least expect it. Not only are they content with attempting to kill you on a regular basis, they have very dangerous and annoying habits, such as multiplying, reducing in size, and putting obstacles in your way,

### **GRAPHICS**

Very vivid and well animated - especially the back-drops of each level, being very realistic, and setting the scene nicely. There is also quite a lot of detail and colour.

71%

#### SOUND

The much-touted version of Snap's brilliant Oops-Up single is very impressive, and more than makes up for the lack of other in-game sounds.

79%

making your mission even more of a struggle. This is by far the worst predicament to be stuck in, and not the simplest to get out of. So, whilst you're playing, remember the title, and you may well just get the message.

# FILE SOLUTION TAP!

In FLIP-IT &

MAGNOSE, two
players can compete
head-to-head on their
mission across six
action packed levels
thanks to an innovative
split-screen display.
The question is WHO WILL RETURN
AS CHAMPION OF
MARS?





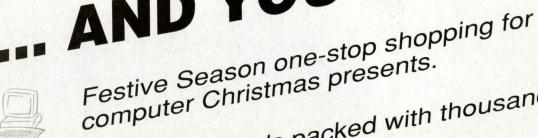


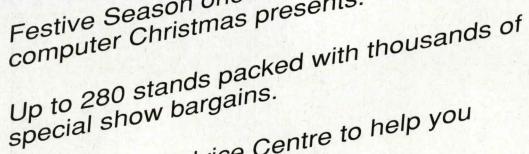
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OUT OF WATER - AND ONLY YOU
CAN SAVE IT ... In a last ditch
attempt to save the droughtstricken Red Planet, its two top
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been sent to Earth to collect
enough water to save their planet.
Sounds simple? Don't you believe it!

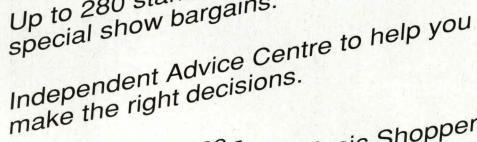


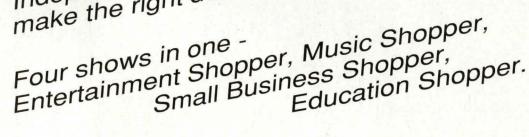
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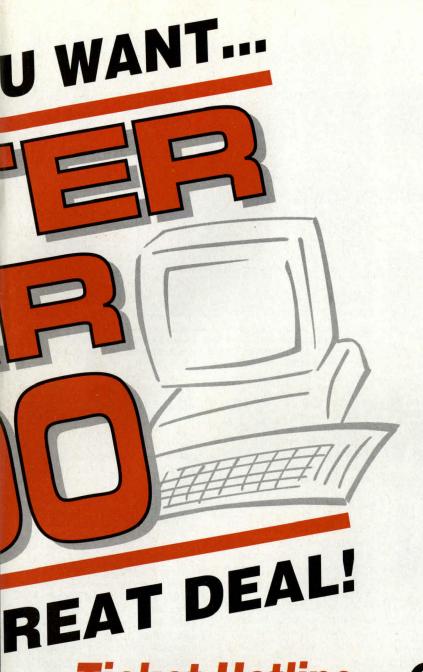
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Whilst on the island, your CPR artificial respiration procedure is tested to the full when you have to rescue a drowning girl. Pulling on to the beach, you must remember the correct way to get the girl breathing again!



Cutting your R&R short, you leave the island on a transportation dingy and head for the airport where the next stop will be Washington D.C., United States of America.



## SIERRA ON-LINE £39.99

## CODE NAME: ICEMAN

Code-name: Iceman is Sierra's latest 3D adventure quest, this time based around a secret military operation. Set in the near future, the scene is set with a global shortage of oil and to top it all, cold war conflict. As with all other Sierra quests, you play the hero - a top agent who answers to the name of John Westland.

You begin the adventure on R&R, relaxing on the beach of a tropical island. The waves lap

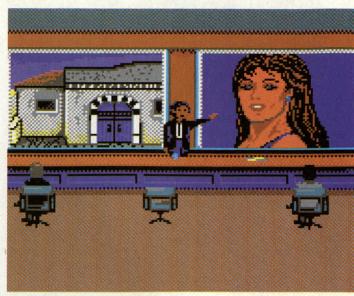
## ANDY

I am a fanatical follower of all Sierra releases, and eagerly await their next product because you can guarantee that it is going to be good. I think that they have really excelled themselves this time as Iceman is superb game in fact you could class it as two! The simulation could easily be marketed on its own - with the adventure being totally separate! If you want to see what Sierra are capable of, try Iceman -I'm sure you will not be disapointed.

against the shore as you lie on your sun-lounger. However, your stay has to be cut short due to the goings-on in the Middle-East, i.e. the kidnapping of the American Ambassador. After searching the island for various objects such as the keys for your island hut, you decide to join in on a game of volley-ball. All is well, that is until the ball is hit into the sea. A young girl follows it in but somehow loses her cool and starts to drown. Being a strong swimmer, you dive in and rescue her. However, you must use the correct CPR procedure, i.e. artificial respiration.

## DOUG

What can you really say about a Sierra game that hasn't already been said. yet again those clever chaps have managed to combine graphics, sound and gameplay to make another superb adventure that will tickle the fancy of many a person. If your hopelessly addicted to these brilliant games rush out and purchase Ice Man, it's the finest!



General Braxton greets you when you arrive at the Pentagon in a black stretched limo. He explains the current situation involving the Ambassador, and then proceeds to hand you your orders in a sealed envelope.

A message is then given to you informing you that General Braxton needs your help quickly, and that you must meet him at the Pentagon. Ah well, your holiday wasn't that good, was it? The first thing to do is leave the island, using the dingy taxi service. Once at the airport, you are shipped onboard a 747 and soon enough you'll be in the land of dreams, America. After a short trip in a limo, the Pentagon will be in sight and you'll be briefed on your forth coming mission. The mission is code-named Iceman, and if you are requested by any military personnel, about you name, you'll simply answer Iceman. Along the way you'll have to rendezvous with secret agents, battle against angry terrorists and even swim through the murky depths of the sea! The main feature of Iceman is the fact that it also includes a complete submarine simulation. You must navigate the U.S.S. Blackhawk through the straits of Berring, over the top of Greenland before reaching your destination just off of the coast of Portugal. It is more than likely that Russian patrol boats will also be encountered, so you must use your judgement and decide whether to destroy them or attempt to avoid the enemy vessels.

## SOUND

A series of suitable and atmospheric tunes accompanies the hectic action, along with a variation of spot sound effects.

80%

## ALEX

Code-name: Iceman is quite unlike any other Sierra adventure I have played, as it is both a quest and a submarine simulator all rolled into one. I actually think that this combination makes Iceman one of the best, if not the best Sierra quest I have ever played. It successfully combines the puzzles included with mastery needed to pilot the Blackhawk - brilliant. Save all your money - beg if you have to - but whatever you do get your hands on a copy of Sierra's finest hour.

A detailed map of the world including the various basins in the sea has been included in the packaging, informing you of the various depths of the different seas, allowing you to calculate the best depth to stay at. This map is also needed at the beginning of the game, as you must plot the best time-efficient course from A to B, and you only have six way points to do it with - easier said than done!

## **GRAPHICS**

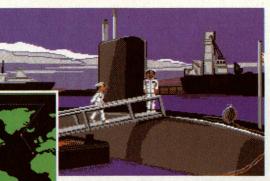
I didn't think that Iceman's graphics were quite up to the standards of Sierra's other recent games. The variation is excellent, as is the use of colour.

81%

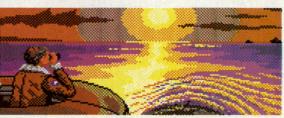
After collecting your orders from the Pentagon, you must once again jump on a 747 and this time set off for Pearl Harbour where you'll have to board the nuclear submarine. U.S.S. Blackhawk.



(Above) Now that you have passed the preliminary submarine navigation tests, you must plot the way points on the ships map. Make sure your course is time efficient, otherwise the computer will reject your suggestion.



The Captain calls you to the bridge to show you something important - two Russian destroyers on the horizon, one of which is heading straight for you! No time to panic - get below and get this baby ready for some heavy duty action.





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- 20 CLOSED CIRCUIT TV ON/OFF
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  ON/OFF
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  25 EMERGENCY BALLAST
  —CONTROL

- CONTROL

- 26 HATCH INDICATOR
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## THE BLACKHAWK'S ARSENAL

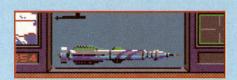


## HARPOON

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## STING RAY

A 1000lb torpedo that homes in on a target up to 35 miles away. It travels at 90 knots and at a depth of 5,000 ft.





**EMERSON ELECTRIC Mk 2 TORPEDO DECOY** 

Used as a counter measure against incoming torpedoes. Emits a sound signal that attracts the shell.

# OVERALL RATING If things get too hot for Bob, then he can dive into the screen to avoid the flak. However, even this doesn't prove the perfect solution, as the enemy planes then appear from nearer the ground and the ground-based armaments are twice as accurate.

(Right) For every three shots Bob fires, he launches a ground-to-air missile. Using the cross-hair sight to aim. these must be used to take out ground defences and houses - all of which reap monetary bonuses.

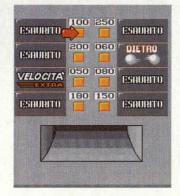






(Above) The cutesy graphics of the verticallyscrolling levels are replacd by vectors in the between level sub-game. Bob must avoid contact with the deadly walls, and as he progressively harder to avoid, but success grants you access to the next level.

(Below) For every wave of planes shot, or every installation destroyed, Bob receives a monetary bonus. These can then be swapped for extra weapons once the tunnel sequence has been completed.



## **IDEA/SOFTWARE BUSINESS £19.99**

## BOMBER BOB

In all my days playing computer games I have never - and I mean never ever - encountered a shoot'em-up as weird as this. Imagine if you would, a World War I bomber battling its way up a vertically-scrolling play area through wave after wave of bullet-spewing enemies. So far, it sounds like Flying Shark, but when you notice that the game's eponymous hero is a dog who looks a little similar to Roobarb (from the Roobarb and Custard cartoons, remember them?), you realise that this isn't your run of the mill blast'em game. For reasons known only to him, Bob must guide his trusty bomber through several levels of enemyfilled mayhem. You control Bob's plane with the directional controls, and pressing fire activates his onboard armaments of gun and bombs. From all sides of the screen, enemy planes and floating elephants(!) appear, and these must be shot with your frontmounted cannons. Likewise, any ground defences and installations, such as cannons, boats, and houses, can be taken out with your bombs.

As you get further into each level, the action hots up and more and more of the odd sprites appear. However, once these have been destroyed a larger ship will appear, requiring many direct hits before its menace is ended. Once destroyed an animated sequence shows Bob flying into a tunnel, and control is once again given to you as you try to

guide him safely through the twisting maze inside.

## STEVE

Bomber Bob appeals instantly. Behind this neat presentation, there is a very worthwhile - if a little simplistic shoot'em-up lurking. Each of the levels is well planned, with plenty to shoot and avoid, and the game's difficulty level is perfect. Although it can't be compared to such mega-blasters as Xenon II, X-Out, and Blood Money, Bomber Bob plays well and is well worth a look.

## MICHELLE

Oh my god! It's the revenge of the flying super-pooch! But what is this? Killing sweet little teddy bears - that's not very nice. I didn't mind the piggies in the Zeppelin getting it, but teddies, it's too much for me to 'bear'! Not only is it cute, but it's also really playable. I loved the imaginative use of graphics when the poor old cutesies got shot down. Very addictive, and overall a worthwhile

## **GRAPHICS**

Cartoon-style sprites are used throughout the game, giving it a jolly appearance. The backdrops are bright and the silly characters instantly recognisable - brilliant!

76%

## SOUND

A pleasant enough and boppy intro tune is accompanied by three mammalian disco dancers, but the actual in-game effects are a little on the weak side.

71%

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STEVE

There is so much to see and do in Corporation that it would be easy to get confused and lost, but as the game follows such a logical pattern, with easy to use controls allowing practically any possible movement. instead of getting bored I found myself getting more and more engrossed. Everything has been tailored to make the game easy to get into but utterly addictive, and this has to rate as the best thing since FTL's **Dungeon Master.** 

story begins with the seemingly all-powerful UCC Corporation - a firm whose leading products were a batch of robots designed to remove the more mundane tasks from every day life. These robots - the RX series - could perform all manner of duties, both at home and at work, and, as such, the speculated 'Leisure Culture' finally arrived. However, business being the cut-throat world it is, other, less trustworthy, people had their eyes on UCC and after a surprise take-over, the company

seemed to disappear with no new product arriving for several years. It transpired that the company who had bought out UCC and their lines had been of military origin, and who had seen that there was great weaponry potential in the RX series. Following this, work was then given over to creating a unique race of droid which could be used to protect premises or engage an enemy in war - in fact, these droids would need no human help at all as, once activated, they could run any necessary repairs on themselves. In addition, work was also progressing in the genetic field with gene-splicing creating a lizard-style race whose aggression was only out-weighed by its strength.

Soon after the production had begun, and the robots were rolling off the factory line regularly, the unthinkable happened. One of the mutated creatures escaped from the laboratory, and proceeded to kill anyone who got too close to

the factory. Similarly, there was no word from inside the factory, prompting press speculation and rumours of a robot rebellion. The government acted surprisingly quickly on this, and ZODIAC were called to the scene. ZODIAC are the government's 'dirty tricks' division, and deal with anything that they don't want to soil their hands with. As one of their agents, you have een sent to investigate the strange goings-on at UCC. Aware of the potential dangers, you are armed with a number of offensive weapons, ranging from stun grenades to lasers, and you are also clad in the latest of hi-tech suits which should - should - protect you from the hidden dangers. The game is viewed in the same graphical style as FTL's classic Dungeon Master, only Corporation uses a smooth scrolling effect opposed to DM's lurching catacombs. Using a cursor, your ZODIAC agent can be made to run, jump, crawl and even fly (thanks to your

## SOUND

Atmospheric, and reflects the dark and moody feel of the deserted building perfectly. Likewise, the actual in-game effects are suitably loud and impressive.

73%

## DOLLG

Dungeon Master is an obvious game to compare this to, but Corporation takes FTL's idea one step further by adding a believable 3D play area, filled to the brim with all manner of dangerous robots and mutants. Graphically, the game is brilliant. The 3D does seem a little odd at first, thanks to the odd way the walls darken, but they give a nice oppressive feeling, and add to the atmosphere nicely. A brilliant game that will last you for ages, check it out.

Getting from floor to floor requires a passcard before you can operate the lift. Luckily, every ZODIAC agent carries one, and this is a perfect time to get used to the game's simple controls. Everything you carry is used by activating the 'operate' icon, and keypads are pressed using the mouse pointer.



Another useful item is the 'Scanman'. Once activated, this little box of tricks allows you to look through walls and forewarns you of any dangers that lurk in each level.





The creatures you encounter range from the RX robots and mutants to insane humans who take potshots at you (an interesting cameo by Dementia graphics man, Kevin Bulmer!). However, all can be dealt with in the same manner a single shot from your high-powered gun.

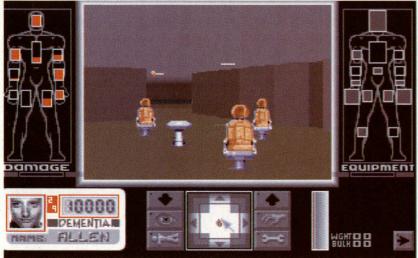
ietpack), and the on-screen cursor is used to take out the many droids and reptiles that patrol the building - providing they don't get to you first.

Exploring a dark building may not sound that interesting, but Core have made it totally engrossing. The icing on the cake is the control system which allows you to perform any action you would expect - you can even run and jump over the light-beam trip wires. In all, Corporation is one of the most original and polished games I have played in a long time and, needless to say, I recommend you enrole for a ZODIAC mission.

Quite simply stunning. The scrolling is extremely smooth and is coupled with some of the most detailed 3D objects you are likely to see.

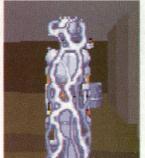
(Below) A lot of attention to detail has gone into the game, and one of the most impressive features is the way your character reacts to getting shot. To the left of the main playing area is a status panel, indicating the strength of various parts of your anatomy. This detail then extends into the game, because if your leg gets hit and is rendered useless, your onscreen alter ago starts to limp and his progress is slowed down.





(Below) As a member of ZODIAC you are armed with a number of special weapons, but supplies are limited so frugal use is advised. Although your gun is more than effective with mutant wasting, should you be attacked a horde of reptiles or droids, you can drop a scatter grenade and wipe the lot, or place a special mat on the floor which electrocutes and disintegrates any unwary robot that walks on to it.





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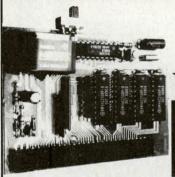
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## THE LEGEND OF BILLY BOULDER

## **ALEX**

Billy Boulder's intro sequence is really impressive, with Flintstone-style city and suitably stone cars. From this, I got the impression that the game would be cartoony game with really flash graphics. What I got came over as a big disappointment. **Running around shooting** people and gaining info was fun for a while, but I soon found the repetitive nature dull and boring. Younger kids may find Billy Boulder fun, but I felt that it lacked that certain something.

A long, long time ago - about two million BC, to be precise - there lived a little boy, named Billy Boulder. Now Billy was your normal run-of-the-mill sort of kid, until one day, when he decided he would set out on a very important quest. The cause of Billy's sudden urge to take his life in his hands, was the Princess. Unfortunately, for the poor unsespecting royal - who probably never even hurt a fly in her life - some atrocious being

## SOUND

Not a lot to comment on, really. There are only a few in-game effects, and a little tune during loading and during the game would have been nice.

40%

had taken it upon themself to cast an evil spell on her, reducing her golden beauty to that of a wrinkled old hag. In other words, she was ageing very, very quickly.

Whether our hero was hopelessly in love with the once gorgeous heir to the throne, or just doing his loyal duty, is not clear, but he decided to try and do something about the awful predicament. As he started on his perilous journey he had only

## **GRAPHICS**

The cartoon style graphics are very well done throughout the game, being nicely animated and presented, although not terribly varied.

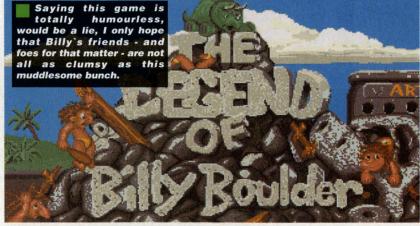
65%

one piece of information to guide him in the right direction. That was, that he must find the good Wizard named Zor and bring him back to his village, as Zor was the only person who could lift the spell from the helpless princess.

Billy, armed only with a small dagger, and having a small amount of food and water, was unknowingly to travel across many lands in his search. Along the way he was to meet hundreds of strange people, some helpful to his cause, but some downright unfriendly. Not only had he to navigate his way through foriegn cities, but also battle with their hostile natives. Would he ever find his way to completing this quest, or would his land's princess be forever haggard, and reduced to a life of misery. Only you can help him decide the outcome.

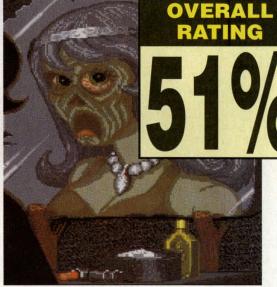
## MICHELLE

After seeing the very well done intro, I must admit I was expecting to see a slightly different sort of game from the usual platform titles out at the moment. Yes, it was very cute, and the graphics are good, but I certainly thought it lacked in playability and variation. The time it took to load the different scenes during the game was annoying, which also contributed to making it not very addictive.





All is not against our young hero, he can - with the right sort of approach - make the odd friend and obtain, if he's lucky, a helpful item or piece of information.



(Above) Definitely not a candidate for this month's Vogue, or perhaps not even Vets Weekly, but it all goes to show how good the use of graphics is from beginning to end.



(Left) On h i s journey, Billy must contend with all sorts of undesirable characters. Are they all as mean as they look?

The game opens with the first film s closing seconds...



and before they have a chance to complain, Jennifer, Marty and the Doc. are going Back To The Future ...







.... ending up in a very different-looking town...



but with unfortunately familiar faces...



(Above & below) Marty's adventures begin as he hot-foots it from the away cybernetic Griff and his bloodthirsty gang. The action switches between horizontally-scrolling and diagonally as you avoid Griff and Co., collect bonus icons and hitch lifts from passing cars (remember kids, Michael got a stunt man to do this for him, and unless you have one, don't try it at home). After a long struggle, he eventually reaches the town hall, where Griff and his cronies are finally brought to justice.





Announced six months ago when the film was in post production, the job of converting Back To The Future II fell to the hands of Images, the team who were responsible for the conversions of

**Back To The Future II was** a fairly enjoyable film, and with so many action sequeces in it, I thought that it would be a perfect candidate for a good conversion. What we have here, though, is a real mish-mash of game ideas, of which none particularly impressive on their own, and really gel into a good all-round game. That's not to say that it doesn't have its good points: the sliding puzzle is fun and the Jennifer section novel, but the long-winded boarding sections go on for too long, and the beat'em-up level is a dull rehash of Kung-Fu Master. pity really, as the promise was there.

R-Type and Ninja Spirit for Activision. At the time, the States wasn't keen on releasing the film into Britain, so working from the script they started to build up the game from there. Starting where the first film left off, BTTF2 has Michael J. Fox's Marty McFly travelling into the future with his girlfriend and Doc. Brown, after being tipped off that his kids had turned out badly. Once there, he

If you have seen the film. you will know what an enjoyable movie it is, with some perfect action sequences that could be converted well onto a game. I don't, however, think that Imageworks have made a particularly good job of the movie tiein because most of the stages are fairly dull and therefore a chore to play. If more time had been spent developing the gameplay in certain stages, the game would have been far better - as it is, I think it's best avoided.

(Below) Having escaped Griff, your next task is to guide Jennifer through your future home, ensuring that she doesn't meet up with herself. The joystick directional controls are used to open and shut doors, and failure results in Jennifer fainting and the loss of a life.





(All Film Stills Copyright Universal Studios Inc, 1989.)



A dreadful interpretation of the film's music, and the in-game tune is even worse. The so-called music stops and starts repeatedly, and proves extremely irritating.

gets involved in scrape after scrape, during which he picks up a sports almanac with which he reasons he could make a fortune betting if he took it back. Along the way, this almanac falls into the hands of Marty's old enemy, Biff (now an old man), who promptly borrows the time-travelling DeLorean and takes the book back in time, giving it to his younger self. Thus, the time line changed, Marty and the Doc. go back to a totally different 1985, a time when the now mega-rich Biff runs the chaotic town and has even married Marty's Mum! The story ends with Marty travelling back to the scenes in the first film and attempting to get the almanac back from Biff before he can bet with it...

The game begins with Marty leaping on a hoverboard to avoid Griff, Biff's bionis and psychotic son (still with me?), Avoiding the baseball bat-wielding Griff and his cronies, you must weave your way through the traffic, hitching lifts and collecting bonus goodies, before skating over the park lake into the next scene. Next, your girlfriend, Jennifer, has stumbled across your future home and if she meets up with her future self, the shock will traumatise her, so

The sprites are small and very unimpressive and the background detail similarly weak. Overall, these tend to give the game an uninteresting 8bit look.

Marty must guide her through a plan view of the house and out of the front door. By now, Marty has returned to 1985 and, searching for the DeLorean, Marty must beat up one of Biff's cronies before piecing together a picture of the school band in the next stage - a sliding block puzzle. Complete this, and once again you jump on your hoverboard as you try catch up with Biff as he drives away with the Alamanac. After this, history will be restored. Well, until Back To The Future III,

For such a block-busting feature, I was quite disappointed at this feeble effort. It seems to me that although a lot of time was involved in the development of this game, it still lacks in imagination and has wasted potential. I would definitely not recommend anyone to spend £24.99, on a game which is a clear disappointment.

Your next stop is the present - well, sort of! Having taken the Almanac back, Biff has become the mayor of the town and, as a

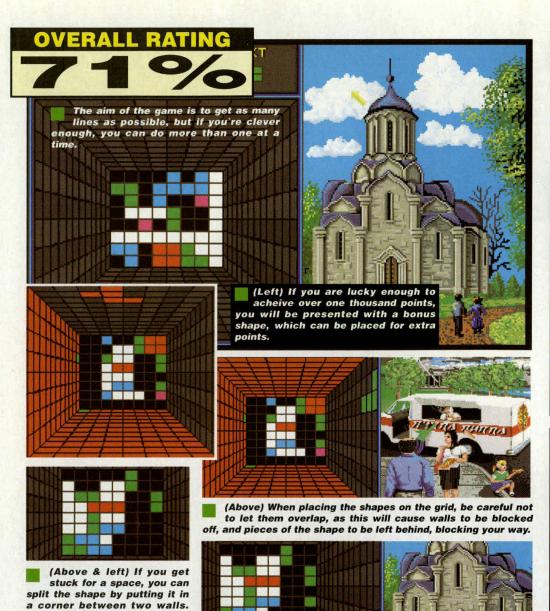
result, chaos soon followed. Marty must explore the horizontallyscrolling play area, fighting off Biff's cronies as he does so. Punks wielding knives and bouncing barrels sap his energy every time they touch him, and his old school teacher awaits his arrival at the end of the stage - armed and ready.

Following this, he must go back to 1955 to retrieve the Almanac.









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## WELLIRS

With all the interest in Soviet activities flooding our newspapers and T.V screens at the moment, it's hardly suprising that more and more games are being released, with the Soviet theme in mind. Amongst this cascade of russian-orientated software, is Infogrames' offering, Welltris. In this one-player strategy game - seemingly based along the lines of a thinking man's noughts and crosses - you are presented with a three-dimensional grid, where upon, by using the keyboard, you must try to achieve as many horizontal or vertical lines as possible.

This sends the two halves to

different sides of the grid.

Lines are created by carefully positioning shaped blocks onto the grid. The shapes appear individually, in various places around the screen, and can be moved in any direction. In addition, they can be flipped over, enabling you to alter their position. However, all is not as simple as it may seem. Once a shape is in play, there is a timelimit within which you must place it. Otherwise, it will just land adjacent to wherever they appears. Another element against you, is that the shapes can not be overlapped. If this happens, a wall of the grid will be blocked off, temporarily

stopping you from moving to that part of the screen.

Not everything is totally against you throughout, though to help you there is a window at the top of the screen and this shows which piece is coming into play next. The shapes are also divided into catagories by colour - for example, single rows are always white, and squares red. The menu screen has the options of difficulty and timelimits, so for those of you who have got the knack, but can't think that quickly, or vice versa, you can alter the many in-game options to suit the best of both abilities.

## **GRAPHICS**

Although the 3D perspective works well for the grid, the shapes lack in dimension, sometimes hindering the decision on how best to place them.

68%

## SOUND

An authentic-sounding russian tune plays on and off throughout, but other than that, nothing special - still, there wasn't a lot they could do.

49%

## MICHELLE

I found this game too similar to Mirrorsoft's Tetris, which is hardly surprising as the same guy wrote both. I must say that I prefer Welltris. I found it much easier to get into and far more addictive, although it can become rather irritating when pieces are dropped into play to ensure you can't win. I think its lasting appeal depends upon how well you get on, as there isn't a great deal of variation no matter how well you do, but that minor gripe certainly didn't deter my interest.

## STEVE

It seems that everyone is trying to better Tetris. And, logically, if anyone could do that, Tetris's original programmer could. Well, that's the theory, but in practice I don't feel it works. The controls as you move the blocks around the play area's perimeter are unhelpful, and it is frustrating to have to bash away at, say, the down key when you require to position it on the left wall. That said, there is an element of playability there, but not enough to warrant the asking price.



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## FUTURE BASKETBALL

For such a new genre, the Future Sport arena is already pretty packed. From the Bitmap's near-legendary Speedball to EA's enjoyable Projectyle, there are countless variations of current sports updated and refined into the games we may be playing soon. Now, it is Basketball's turn to be revamped as Hewson unleash Future Basketball, a variation of the all-American sport with many added extras - one of which is violence! According to the scenario, the main reason for the sport is so that the unemployed masses can release any tension whilst watching or playing, thus saving them from killing each other as they did before.

At first, the game looks similar to Speedball, with two teams of armour-clad players running out on to a metallic pitch. Once in their respective playing positions, a droid drops the ball into play and all hell breaks loose. All of Basketball's rules are catered for - threepointers and no back-passing. for instance - and the only addition is the removal of the foul rule - turning the game into a violent free-for-all. Likewise, the basic aim of the game is to sink more baskets than your opponent within in the match's two halves.

Once you get into the swing of things, the game can be

## MICHELLE

I definitely rate this game. It's very fastmoving and certainly a challenge, but sometimes a bit infuriating, as it seems the computer always has some trick to play. The controls aren't as responsive as they could be, which does affect playability, and can be quite off-putting. Overall though, very addictive.

## **GRAPHICS**

Big and bright sprites give the game a decidedly 'beefy' look, and the metallic pitches rounds the futuristic action off perfectly.

71%

## SOUND

A nice Maniacs Of Noise tune, and the in-game sound effects - whilst not being all they could have been - suffice. Perhaps a few grunts would have been nice!

74%

expanded with the addition of leagues and tropheys. The league holds thirty-two different teams, each of which can be controlled by a different player. In addition, once you are the manager of a side, you can take your pick from the squad of players, creating a well-balanced team in the process.

## STEVE

Despite offering nothing over most of the existing Futuresport games, **Future** Basketball proves to be remarkably playable. The controls are a doddle to pick up, and the opposing teams offer a challenge. Likewise, the league system and the ability to edit your team adds to the overall lasting appeal, and the game is enhanced further with two players. A cracking little game.



(Above & below) Acting as a team's manager brings a lot of responsibilities. Creating a well-balanced team is all-important, and you must buy and sell players whilst remaining within your budget.



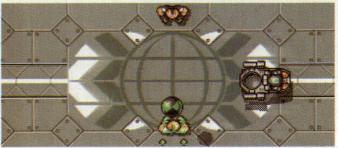


72%

(Left) Controlling your team is a doddle. The player nearest the ball comes under your immediate control, and pressing fire throws the ball to the next nearest player simple but effective.

(Right) As in the relatively sedate game we play these days, Future Basketball has retained the three-point shots system. Whilst these are fairly hard to perform, but there's nothing like sinking the ball from just out of the 'D'.





(Above) Each match is opened by a droid dropping the ball into the arena. From then, all normal rules apply - with the exception that fouls are now allowed - a fact which proves extremely useful during goalmouth scrambles.

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## DAREMOUENTER MIDIAN, HOME OF





Whereas The Interactive Game took you by the hand through the film's scenario, the arcade game skips the first part of the fil m and concentrates on the action? packed battle for Midian. Boone has been bitten by Peloquin and has so far avoided Decker and his freshly-redruited party of facist

followed by Lori, he has entered Midian but, in doing so, revealed the whereabouts of the fabled city of the Breed. The game picks up with you searching the Necropolis (the graveyrd/city situated above Midian) for Midian, and avoiding the police and their destructive

policemen. However, closely

A big disappointment. The animation on Boone/Cabal leaves a lot to be desired. and the backgrounds come over as bland and don't capture the oppressing feel of Midian.

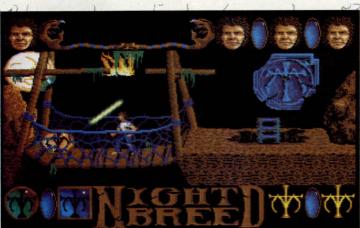
capabilities. However, with the police toting such weapons as laser-guided machine guns, flamethrowers and even bazookas, the very structure of Midian is being threatened and you - as Cabal, your Nightbreed persona destined to save the shape-shifting race - must put an end to the merciless killing and enable to Breed members to escape to a new home.

The game is split into two

Some nice use tolling and graveyard-associated effects, but, on the whole, these too disappointing.

distinct stages; the Necropolis and the sprawling catacombed city itself. You begin the game amongst the gravestones, with the police battling the many 'Breed members all around you. Your basic aim is to collect the three pass-keys which will allow you access to Baphomet's chamber, and warn him of Decker's intervention and the proposed annihilation of his race. However, this task will not be an easy one.

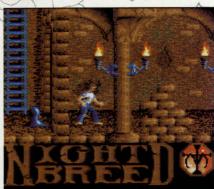
(Below) The basic aim of the game is to find three pass-keys. One key has been hidden within each section of the game, and will allow you access to previously closed off sections of the city.



(Above & left) Decker's police comrades, xenophobic Brother Of The Free are under the impression that you and the Breed are evil that needs to be destroyed. As such, they are gradually wiping out the Breed members with arsenal of bazookas, machine guns, and flame throwers.

(Right) Not only do you have to fend off the police, but you will also have to fight off the occasional member of the Breed, However, unlike the police, you can't kill them. Instead, you must simply knock them out of your way.

(Left) Peloquin's bite prompted a chemical reaction within Boone, in turn creating Cabal - the Breed member destined to save Midian and its occupants. During the game, you can swap between Boone's two persona with a quick prod of the 'T' key, gaining extra strength in the process.



## LYLESBURG

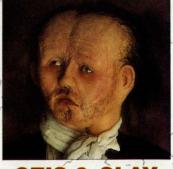




EXICO

## NARCISSE





## **ALEX**

Hmmm, out of the two, I definitely prefer the Interactive game over the arcade one. Mainly because it seems to capture the atmosphere more. This arcade game is a very simple and uninspiring affair, with a very repetitive game task and poor controls. The beat'em-up sections are tiresome and can be difficult to control, and I found myself losing energy needlessly. Not bad, but it could have been a lot better.

The police have set explosive charges all over the city and in the Necropolis, and are also throwing grenades and bombs around as if there is no tomorrow. Luckily, Boone can defuse the

latter providing he gets to them before their timing device doesn't start bleeping, but the former should be avoided as the resulting explosion will kill you. You begin the game with three lives in tow, the length of which is governed by an energy bar, every time you get into a scrape with either the police or the Breed, this bar will be reduced dramatically. If it is totally exhausted, then you will have lost and Midian will be doomed. However, dotted throughout each area are a number of rejuvenating pools which, if stood on, replenish any lost energy.

Reaching Baphomet isn't the final part of the game, though. Decker, now clad in his alter-ego-the deadly Mask - has cornerd Lori and is set on adding her to his list of disfigured victims. Once the fight for the 'Breed's survival has been made in their favour thanks to the addition of their Beserker warriors, you must descend once more into the dark catacombs of Midian for a final

## DOUG

The main problem with Nightbreed - the Arcade Game is that is a simple run'n'kill game which has had Nightbreed's scenario and the many monstruous characters dropped into it. Although it does follow the original story quite well, I can't help but feel that it could have been done better, both in terms of the playability and the in-game presentation Still, fronts. what gameplay is there is quite - if a little too simplistic and repetitive and while it is by no the means best Nightbreed game, it's by no means awful.

meeting with your psychotic psycho-analyst.

(Below) As the surrounding chaos gets worse, Cabal must locate Baphomet and inform him of Decker's evil intentions. Once this is done, he must make his way to where the Beserkers are kept. These are a race of uncontrollable creatures which are used to protect the Breed. However, releasing them is risky, and could be Midian's downfall rather than its saviour.

## STEVE

Game was a bit of a disappointment, the arcade game is even worse. The action consists of simple running and jumping actions, with the odd spell of fighting good thrown in for measure. Now this wouldn't be too bad if the controls were OK, but they aren't particularly responsive responsible for unnecessary loss of life most annoying. That said, there are some nice touches - the sound proves quite effective, for instance, as are the digitised pictures - but, overall, Nightbreed - The Arcade Game, is a letdown.

## (Below) Access to Midian prompts a change of background and more nasties to fight off. It also sees the additions of a few new gameplay features, such as ladders and chasms which much be climbed and jumped over.



## **670/**



(Left & below) As well as the running and jumping action, Nightbreed also features beat em-up elements. Whenever you come face to face with a policeman, a fight will ensue, and using the usual directional controls in conjunction with the firebutton, you must fell your attacker. Likewise, your dead assailant may have been armed, allowing you to collect any dropped weaponry, beating up policeman.





IT IS TIME FOR YOUR TO FULFILL YOUR DESTINY!

(Left) Overseeing Midian's destruction is Decker - the cause for the proposed elimination of the ancient race. In addition, he is in the process of threatening Lori, and must be defeated before you can complete the game.

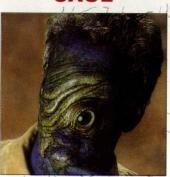
## **PELOQUIN**





RACHEL

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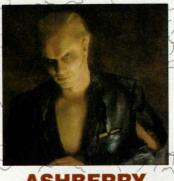




SCORCH

## ANNASTASJIA





## **ASHBERRY**

## BAPHOMET





(Below) Meet Aaron Boone, a misfit who has never felt as if he belongs in society. A man plagued with personal problems, the only stable thing in his life is - was - Lori, his girlfiend. Now, as he confronts Decker, his psychiatrist, he is being accused of eleven grisly murders - murders he cannot remember doing. After two years of talking and reasoning, Decker is now going to shop him to the authorities.



(Above) Most of the action is viewed from this map screen. From here, you can drive to any of the key locations and explore each. The mouse is used to direct the car, and a decision has to be made at each junction. Along the way, though, the police will have left roadblocks which you either run through or turn away from - the former is the best idea, but you risk damage from a bullet in the gas tank or a burst tyre.

(Right) After several scrapes, you finally enter the site Midian is believed to be under. However, in the dark night, two hostile members of the Breed - Peloquin, a violent rogue, and Kinski, a moonheaded colleague - attack you, and are intent on savouring your flesh. Having escaped after a nasty bite to the shoulder, you must press the firebutton as quickly as possible to out run Peloquin.





(Left) Having escaped from Peloquin and Kinski, you jump out of the frying pan and into the fire, coming face to face with Decker - behind whom the police are waiting. Decker reveals he is The Mask, the killer responsible for the eleven murders, and tells the police you are armed. The rounds from eleven guns end your human existance. But better things are to come...

The first thing that struck me about Nightbreed was the uncanny resemblance to the Cinemaware-style of game. Using a series of sub-games such running from one of the nasties, you must battle against the seemingly never-ending task ahead of you. I did, however, dislike the idea of restarting again when a wrong decsion was made. This made the game one of trial and error. On the whole, a good game that I found quite enjoyable.

Midian. The home of all monsters. Boone heard, anyway. Following a course of heavy continual rand sedation questioning by his psychiatrist,

Decker, Aaron Boone had attempted suicide The atrocities of which he had been accused were the worst he had ever seen. Eleven people

had been mutilated, their facial features unrecognisable, and, worst of all, Boone didn't remember doing it. It had been the straw that broke the camel's back, and the straw that had thrown him in front of that forry. Feeling that he had no place on

this Earth, or in hell or heaven for that matter, Boone had decided to end it all, but his desperate attempt only took him as far as the

white rooms of the local hospital. Not everything was bad about the place, though, as it was in the spartan building that he first heard the word 'Midian'. It was Narcisse who told him. A nasty piece of work, with his thumbnails surrounded by curving metal hooks, Naroisse had stood

They range from very good to 8-bitesque, but on the whole they work quite well. The stills are particularly effective, but some of the animations are a little weak.

by the window waiting, and when asked what for he told Boone of that wonderful place - a place where monsters could go. If Boone was the monster Decker thought he was, surely he could go there too?

Nightbreed - The Interactive Game, puts you in Aaron Boone's shoes. Accused of the murder of eleven people and without a decent alibi to clear your name, you must leave everything behind

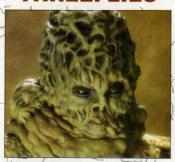
## LUDE

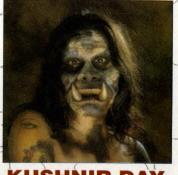




KINSKI

## KOLCA THREEFLIES





KUSHNIR DAY

(Below) Your seemingly dead body is taken to the hospital morgue and is left for an autopsy the following morning. However, Peloquin's bite has breathed new life into your veins, bringing out the Breed creature within you. Smashing the window, you renew your search.





(Left) On exploring the area outside Midian's entrance, you once again meet Decker, now hidden behind his Mask alter-ego and menacing your girlfriend, Lori. As he throws knives at you, you must avoid them and ensure that both Lori and yourself are unhurt before the psychopath finally runs off.

RATING

74%

(Below) At last you enter Midian, and are greeted by Lylesburg, who explains that when Peloquin bit you, you became a breed member. He invites you to take a tour of the underground caverns, but again it is a journey traught with danger. Decker recruited a likeminded policeman, and has convinced him that the breed should be wiped out.



rerr ag und seud then to une suchaned tou anthing. De und by taken





(Above) Exploring the caverns is effected using a system similar to the one in Dungeon Master. As you make your way through the caverns, you must fight off the misguided policemen and avoid their laser sights - likewise, the caverns are also filled with not so human dangers.

## SOUND

Lots to listen to, with sampled shrieks and other sound effects. Likewise, the game's theme tune is a haunting little number which suits the game perfectly.

77%

you - including your beloved Loriand head for the fabled city.

It's whereabouts are uncertain,
but the sketchy details you gained
from Narcisse will put you on the
right track. However, close behind
you are the local police and
Decker, who want to interrogate
you about the murders, and it
seems that every place you run, a
murder is committed, and this time
you know that you are innecent.
Also following, unbeknown to you,

## STEVE

The Nightbreed film really lends itself to a Cinemaware-style game, but I came away from this effort a little disappointed. The game follows a rigid pattern, with very little variation and to follow the same pattern, noly to lose when you make a wrong decision get very annoying. Similarly, the game's logic is a little odd. As Boone, Decker and Co, pumped me full of bullets and shoved me in the morgue. I escaped, only to have them put me away again - regardless of the fact I was dead! Still, what is there is enjoyable, I just feel it should have been a lot better.

is Lori, who, like you, is looking for Midlan. The game begins with you handing yourself over to the Police who in turn bang you away into the local hospital. As the scenes unfold, the story is gradually built up, from the moment you leave hospital, to the occasion you meet the members of Midlan society. At regular intervals during the game, you will be asked to complete an arcade section, and these are the

key to completing the game and unveiling the next piece of the story. However, the likes of the xenophobic Decker (who isn't all he seems) and the misguided police are after you and will wipe you, and Midian and its people, off the face of the Earth if they catch up with you or if you put a foot wrong.

BREED PHOTOS COURTESY OF TITAN BOOKS. Copyright Litan Books 1990.

## DOUG

Cabal was a superb book, and the soon to be released film looks to be every bit as good. So, with its wide range of monsters and actionpacked plot and subplots, it should also make a good arcade /adventure. That's the theory, but it doesn't quite come off. To be fair, the actual game is quite good. There is a lot to see and do, along with some neat arcade sequences, but the main problem is that it must be tackled in a set pattern a pattern which soon gets repetitive. If this had been rectified Nightbreed The Interactive Game would have been superb. As it is it's just good.

## NIGHTBREED - THE MOVIE

Creating a sprawling city filled with hundreds of creatures from Clive Barker's fevered imagination can't have been easy, but the job was successfully carried off by Image Imagination. Having met up with Barker during Hellraiser and Hellbound, the team was an obvious choice for creating the many shape-shifters the script demanded. Fifty-one people worked on Nightbreed, ranging from make up artists to animatronic people, and between them they created over two-hundred 'Breed members, ranging from simple characters that appear briefly in the background during scenes and during the final battle, to impressive race members, such as Baphomet and the dreadlocked Peloquin. Make up for each of these took from three hours for the background 'Breed to seven hours for Baphomet, as well as having to deal with these make ups, other special effects, such as Babette's transformation and the Beserker suits.

One thing that they wanted to ensure throughout was that, despite their appearance, not all the `Breed are as evil as they look. In fact, Barker had given each creature a biography, and only Peloquin was truly bad - a sort of `Breed womaniser, in fact! Similarly, it was Peloquin who bit Boone turning him into Cabal, and

Lylesburg, Peloquin, and co. argue with Cabal/Boone as he pleads to rescue Lori from The Mask.

Image reflected this by making his make up similar in style to that of Peloquin's. With so much in the film, it is very easy to get blase about the many monster in Nightbreed and take them for

granted, but with so much effort gone into them it is a great pity go and see the film and have your mind blown!



(Above) Amongst horror film buffs, David Cronenburg`s portrayal of Decker was a casting coup rivalled only by Jack Nicholson`s Joker.



Game, and Cabal - the story on which Nightbreed is based. In addition to his talents as an author, he is also a talented artist and has drawn the covers for each of the six Books Of Blood and designed many of the weird creatures that can be found in Midian. Nightbreed is his second film as a Director, and he entered this new field having not been happy with movie versions of two of his books. Underworld and Rawhead Rex tboth of which he is Toathe to discuss) were lack-lustre films, which both saw the light of day on video when Hellraiser was released, and neither are worth the rental price. Deciding that no-one would butcher his stuff again, he

took the brave step of directing

Hellraiser, an adaptation of his

short story 'The Hellbound Heart',

and a film that promised it 'Would

Tear Your Soul Apart'. Introducing

the Cenobites, a strange race who

exist in the borders of hell, torturing any who solve a complicated Rubik's Cube-style puzzle, the film explored the hellish world of the Cenobites, and one man's wish to escape their domain. After that, the Cenobites including the now-popular Pinhead - returned, in Hellbound: Hellraiser II, although Barker had a smaller part in the direction of this film. Finally, after months of preparation, he returned to the field with Nightbreed, the biggest monster movie for a long time, boasting well over a hundred strange creatures, and introducing another movie director, David Cronenburg (The Fly, The Brood, and Dead Ringers), as the lead psycho, Decker The film is released in September and is reckoned to be the best genre movie for ages (despite a dreadful States-side ad campaign), so make sure that you see it.



## THE MAN HIMSELF

(Above) Clive Barker, master of the 'new wave of horror' and billed as the next Stephen King. Liverpudlian Clive Barker, is the man responsible for the brilliant Books Of Blood series along with Weaveworld, The Damnation

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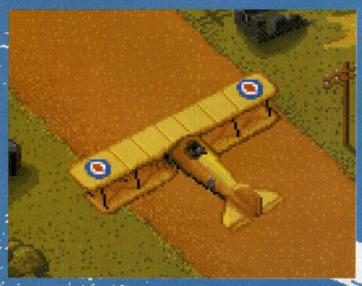
and you can either fight for the cause of old Blighty or for the and your ultimate aim is to collect as many medals and get away without a scratch. So, to get you in the mood for a bit of dogfighting, how would

to be the proud owner o ca of the plane featured i

the game? If not, you could be one of the ten runners-up who will receive a copy of the game and an exclusive Cinemaware pin-on guaranteed to make you the envyof your friends and any other
would be Biggles. OK, all you
have to do is answer the following
questions and once you've done
that, pop your entry in an envelope and send it to.
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Making sure that your entries are in by 16th October.



See contents page for competition rules.



C) The Red Baron.

3. Which three funny guys were the subject of an age-ing Cinemaware game? A) The Grumbleweeds.

3) The Three Stooges

4. What was the sequel to It Came From The Desert?

A) It Came, Too.

B) Return Of The Ants. C) Antheads.



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Having been the brains behind such games as Monty Python, Rick Dangerous, and Dynamite Dux, development house Core Design have gone it alone and are now publishing their own games. The first two to see the light are both reviewed this month, and to celebrate the release of Corporation and Torvak The Warrior, they are putting a video up for grabs. The competition is A tie in with their second release, Torvak, and being the generous chaps that they are, Core are offering one lucky winner a rather spiffy top-o.the-range Ferguson Video recorder, which features all manner of useful facilities, such as video search, perfect pause, remote control, you know the sort of thing - .just what you need for recording all the programmes you miss because you're playing Torvak! What's more, twenty runners-up will receive a copy of Torvak to keep them busy in the Autumn months - what more could a person ask for!

Now for the tricky bit. No, it's not a wordsearch or a question and answer quiz, nor is it a 'draw a monster, win a prize'. Nope, all you have to do is spot ten differences between the two Torvak shots shown here. So, get your pens out and make a note on



the form below of what you think the differences are. Then send your entries to:

Core, A Musclebound Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr Macclesfield, Cheshire, SK10 4NP.

All entries should be in before 16th of October and any late one will be chewed up and made into papier-mache.





The ten differences in the Torvak competition are:
Answer 1
Answer 2
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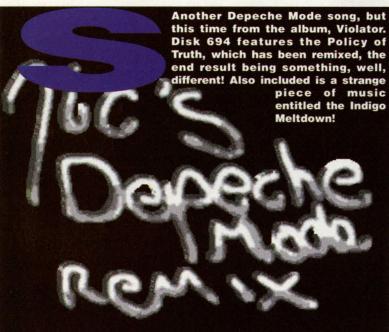




(Above) To begin with, a must for all Depeche Mode fans. Disk 696 has all of your favourites from the album, Music for the Masses and The Singles 81-85, and features renditions of classics such as 'Just can't get enough' and 'Master and Servant'.

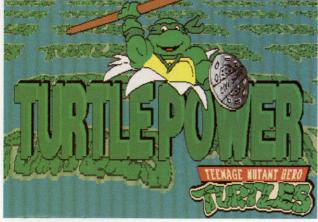
Yeah, I know there has been no sign of the Demos pages for a couple of months now, but it's back with a vengeance in a massive two page extravaganza! All of the demos were kindly sent to us by Seventeen Bit software, and if you would like to get your hands on these products, contact them on: 0924 366982 or write to them at: PO Box, Wakefield, WF1 1XX.

Disk 684 is another supreme graphical show which uses Fractal scenery for one of the best flight demos I've seen. It's fast, and I mean FAST, and uses over two hundred frames of animation in the space of just eight seconds that's over twenty-five frames a second!





Horror fans will love this demo (Disk 688), as it features digitised pictures from films such as Hellraiser, Evil Dead 2, the Friday the 13th series and The Prince of Darkness - all in glorious black and white!?!

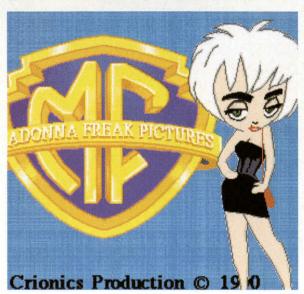


Turtle Power makes it onto the small screens yet again on Disk 700, which is made up of the title music from the cartoon and stills of the various Teenage Mutant Ninja Turtles - it's a shames their name have been spelt incorrectly on some of the pics!





Along with a selection of other bits and pieces, is a rather strange demo including a characterised version of Madonna walking down the street to one of her songs. Supposedly based on the film, Who's that Girl, the disk it comes on is number 687.





The War Falcons have graced the Amiga Action demos pages with yet another demo from their capable hands. Featuring loads of different items, it's available as disk 681.

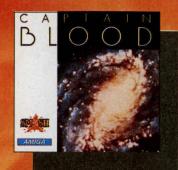
That it for this moth, and thanks once again to Seventeen Bit Software!







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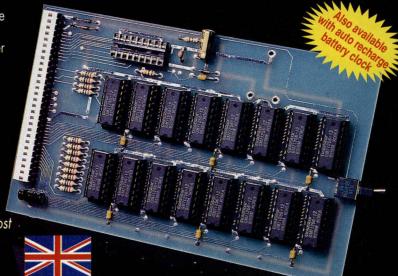


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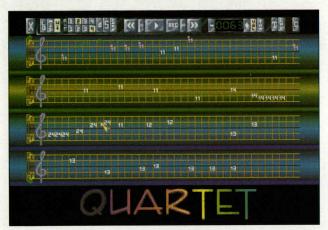
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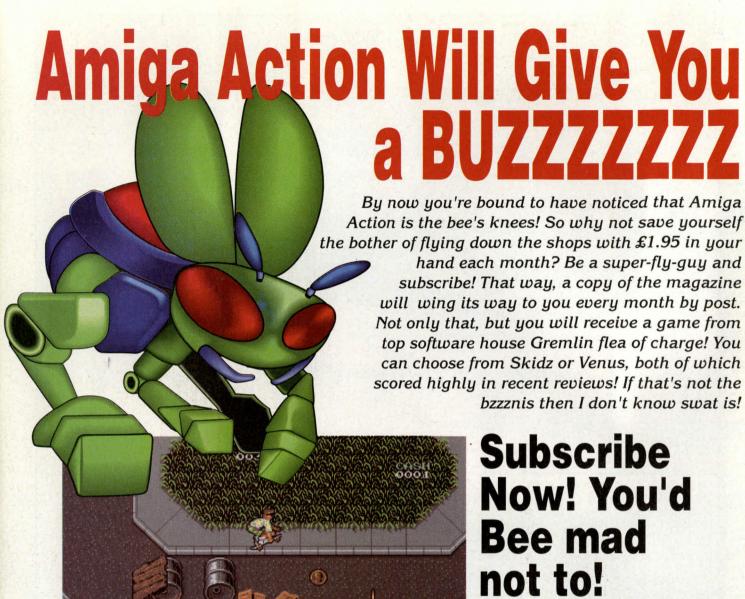


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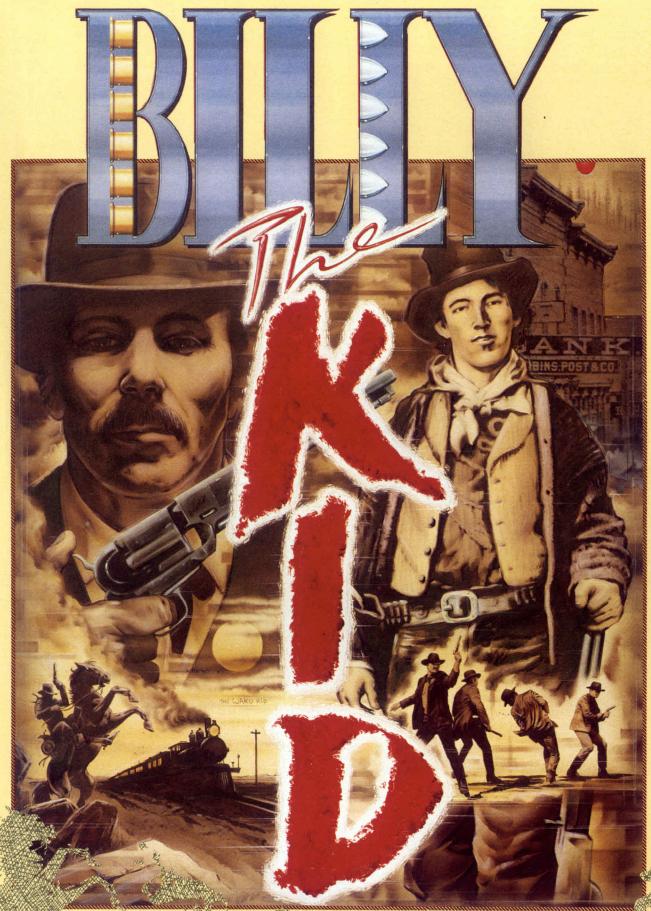
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